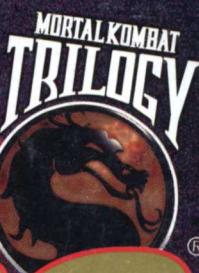




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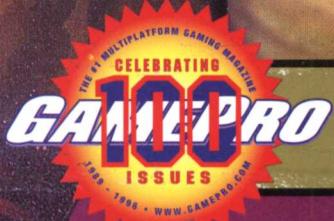
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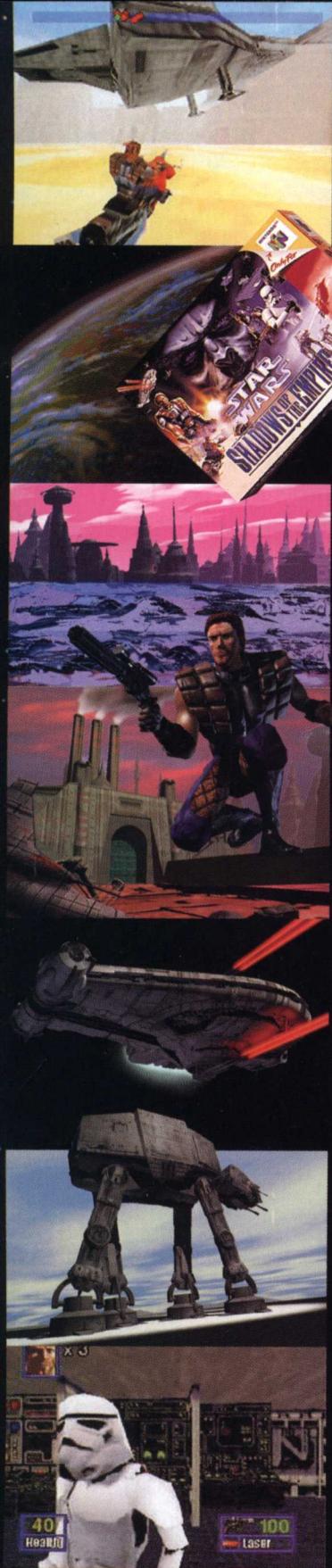
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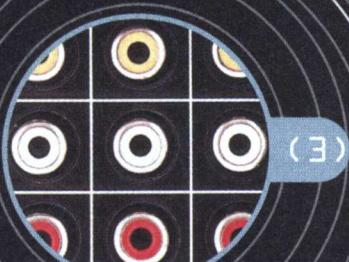
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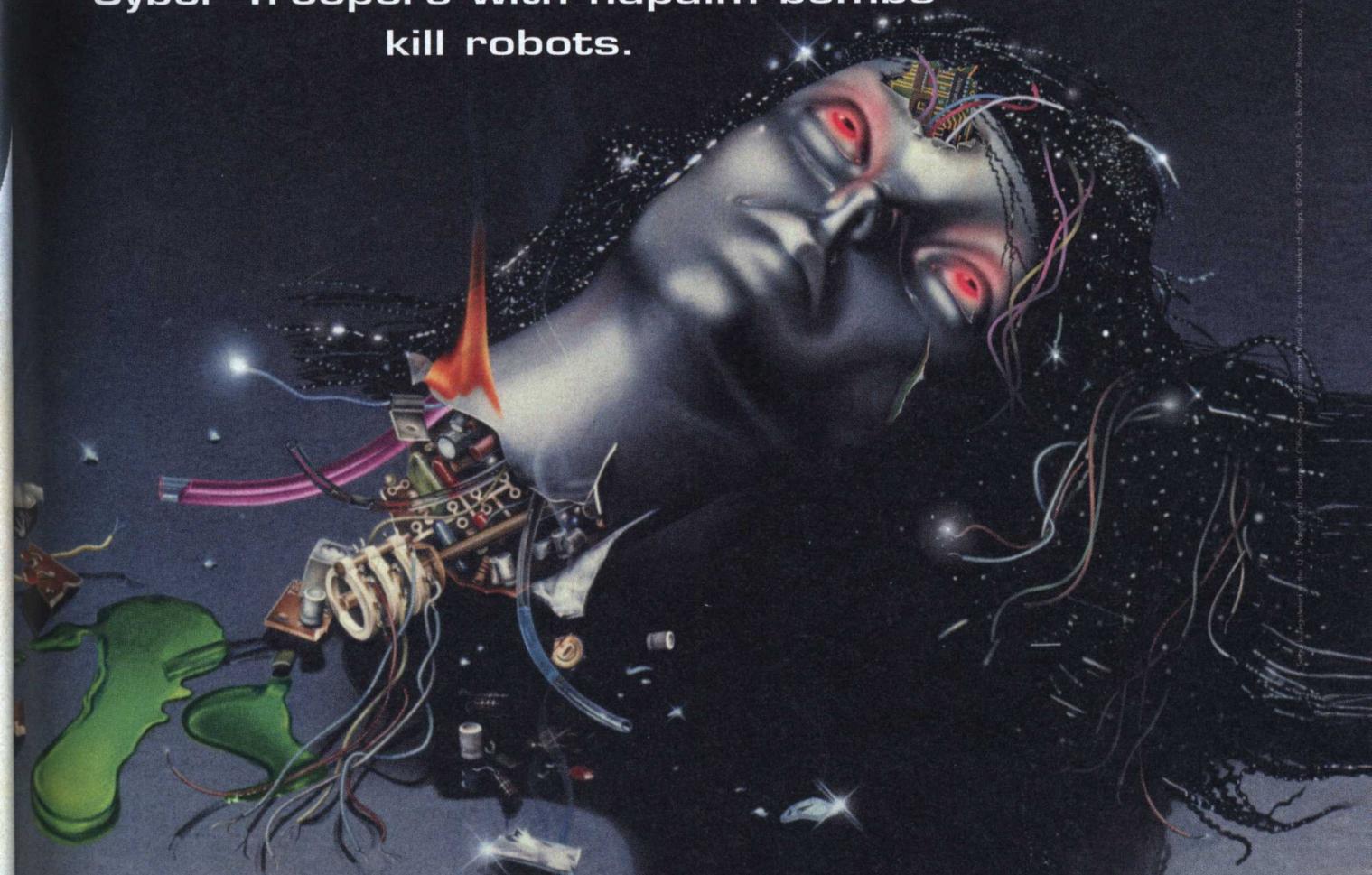


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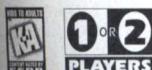


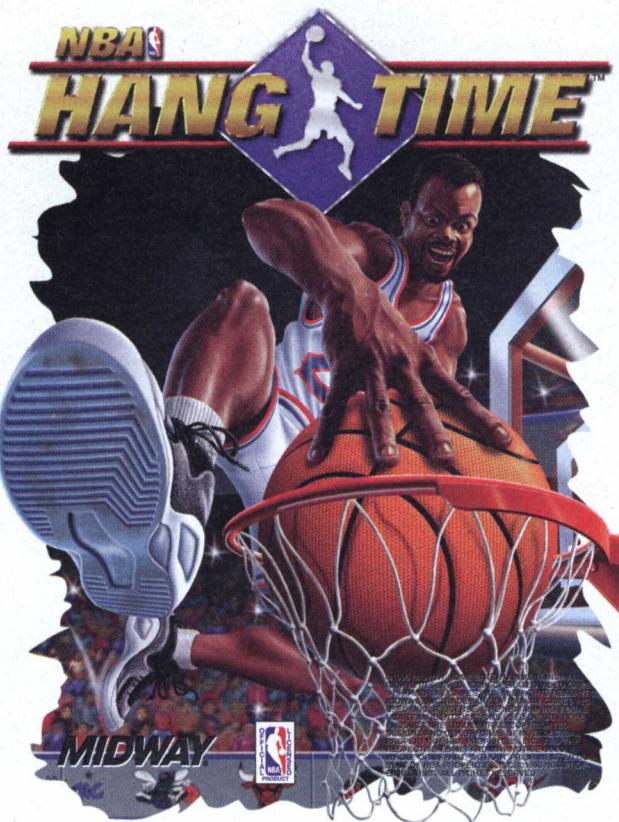
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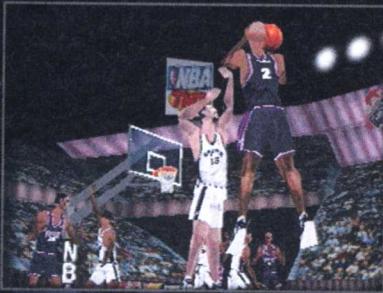


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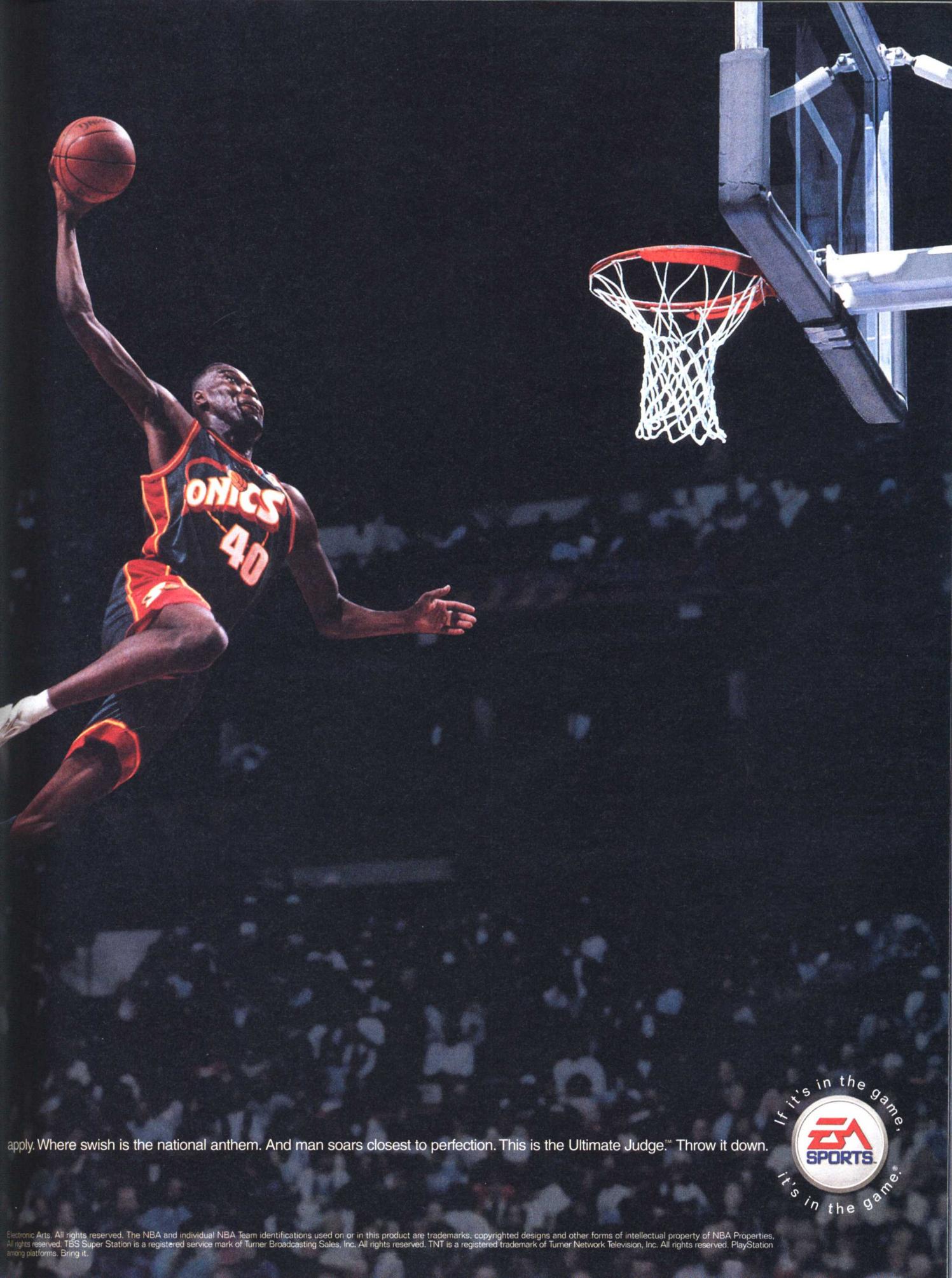
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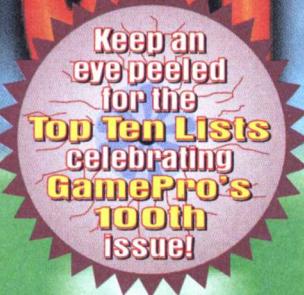
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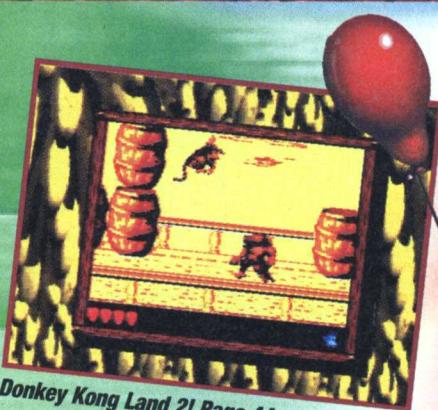
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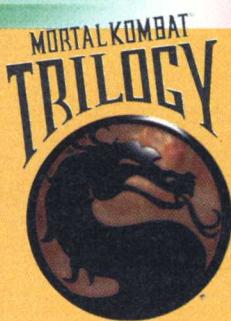
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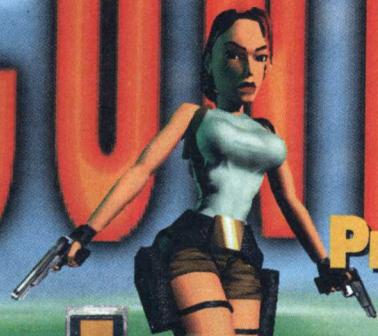
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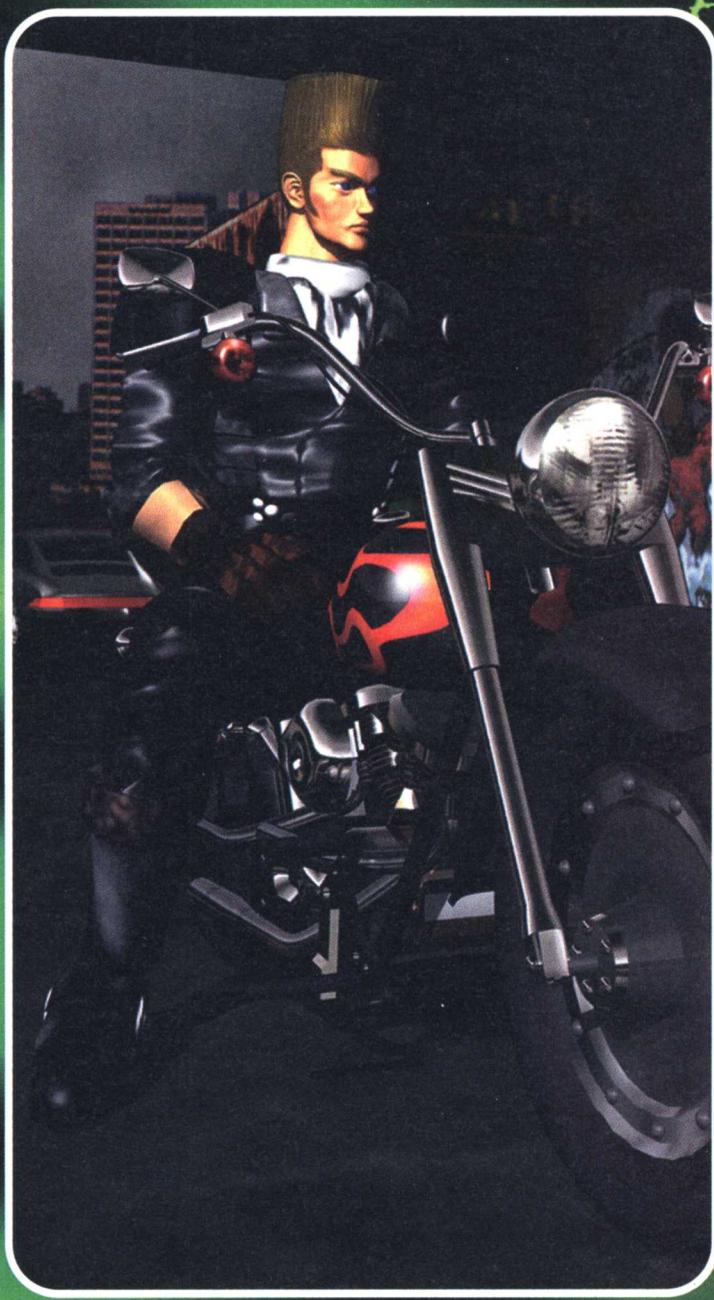
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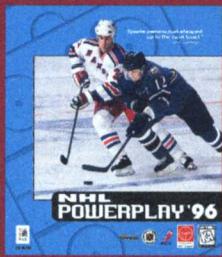
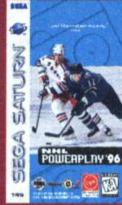
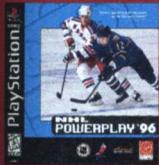
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- a) All of the intruders.
- b) Some of the intruders.
- c) Just the intruders you don't like.
- d) Just the intruders who piss you off (like Yurias).
- e) Most of the above.



2. How are you going to trap and kill the intruders?

- a) Spike them from the wall.
- b) Crush them with the Stomp.
- c) Zap them with the Volt Cage.
- d) Use Mind Kill.
- e) Most of the above.



3. What are you seeking?

- a) Revenge.
- b) Vengeance.
- c) Redemption.
- d) Acquittal.
- e) All of the above.



3. Are you really...

- a) A good guy.
- b) A bad guy.
- c) A victim of circumstance.
- d) A wimp.
- e) All of the above.



For the answers see the Temco Super Bowl ad in this same magazine.

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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

Everybody warmed up? Okay, let's hear it, loud and proud: "GamePro! GamePro! GamePro!"

Hey, we're entitled to a little celebrating. You're now reading the 100th issue of *GamePro*, a pretty special accomplishment considering no other video game magazine has hit 100. Our 100 equals seven-and-a-half years of regular magazines and special editions, all adding up to over 20,000 pages worth of the latest and greatest video game information. Twenty thousand pages! That's a lotta ProTips.

We're celebrating issue number 100 with some special articles, contests, and giveaways (see inside). Check out the retrospective article that looks at *GamePro*'s past: New readers might

100 ISSUES... AND COUNTING!

be interested to see how far back into video game history we go and some of the unusual writers we've had on staff. (What

ever happened to Johnny Arcade? Even we don't know.)

Besides illuminating what's gone before, this issue also points to the future with a brand-new section in the magazine. "NetPro" is a new department devoted to covering the exciting, fast-growing world of online and Internet gaming. Sharp-eyed readers will note that we already have a magazine department called "GamePro Online"—it will be replaced by the new section. We started that department when we first launched our America Online area 18 months ago. That AOL area is also called GamePro Online (keyword: *GamePro*). Last spring, our online and Internet activities grew to include our Web site, named (what else?) GamePro Online (<http://www.gamepro.com>). To clear things up a bit, we've changed the name of the magazine department to "NetPro," an umbrella term that will cover both the World Wide Web and subscriber services like AOL.

Like the universe, cyberspace is expanding dramatically every day. It's been a helluva big bang so far. At this rate, who knows? Maybe 100 issues from now we'll be having a centennial celebration for "NetPro"!

The GamePros

comments.gamepro@iftw.com

San Mateo, CA



GAMES 'N' GEAR

When I saw all of those glorious Star Wars games in your October '96 issue, I figured at least one of them would be out for the Saturn. But no, not one! What is this? Some kind of conspiracy? Saturn owners—unite to demand Star Wars games for the Saturn!

**"Agillig"
Internet**

Captain Cameron replies:

A Star Wars title may eventually fly over to the Saturn, but it won't be anytime soon. Says Mary Bihl, director of sales and marketing at LucasArts: "LucasArts is certainly open to working with Sega on Star Wars games.... Current resources at LucasArts are focused primarily on games for the PC, with a limited amount of development allocated for the emerging console platforms. It's simply a matter of balancing our existing resources against the mix of available platforms."

Intriguingly, a Sega insider tells us that an all-new Star Wars game (not a port of an existing title) was tentatively scheduled for a late 1996 release, but that game was pushed to late 1997 at the earliest and is more likely to come out (if it ever does) when the next new Star Wars film is released in 1998.

A year ago I received *Zombies Ate My Neighbors* for the SNES as a Christmas present. I think it's still a fun, challenging, and addictive game. I can't figure out why these video game companies labor to make all of their games with super

high-tech graphics. I know there are some people out there who totally disagree with me, but I'd rather be playing a fun



game without super graphics, as long as I'm having a good time. You've got to admit, graphics don't make the game. They help, but the basic gameplay is what really matters.

**"RobbNest"
Internet**

THE MAGAZINE BIZ

What was the first game *GamePro* ever reviewed, who was the reviewer, and what was the first game to get a perfect score?

**Edgar Rivera
San Antonio, TX**

The Feature Creature replies:

Our first "ProView" ran 99 issues ago (Issue #1, April/May 1989). The game was *Operation Wolf* for the NES, reviewed by The Eliminator. Actual ratings faces didn't debut until October 1990. The first game to barely miss all-perfect ratings was *Mega Man 3* for the NES, which missed in one category.

(Challenge) in November 1990. The first game to get all perfect scores was Gaiars for the Genesis in our March 1991 issue.



Gaiars, Renovation's dazzling-but-difficult outer-space shooter, scored perfectly with Dr. Dave six years ago.

CONTROLLER CONTROVERSY

I'm writing to contest your editors who've been praising the new controller for the Nintendo 64. I think it's too small and is uncomfortable to use. In Super Mario 64, I thought Mario was too hard to control. The joystick is the worst thing about the system.

Anonymous

Art Attack

Pick of the Month



Hong Li, Brooklyn, NY

PRIZE!
This month's winning artist will receive a GamePro T-shirt!



Roy Park
Avondale, AZ



Ray Lewan
Evergreen Park, IL



Joseph Morrison
Bloomingdale, GA

E-mail us your comments through America Online or at this Internet address:
comments.gamepro@iftw.com

READER REPORT

In our October issue we asked new Nintendo 64 owners to tell us if the long wait for the N64 was worth it. You put up with over two years of promises and delays while waiting for the N64 and its two launch games. Now that you own one, was it all worth waiting for?



CELEBRITY CIRCLE

Charlie Garrett of Springfield, Virginia, is one of hundreds of readers asking about Pamela Anderson Lee, whose critically lambasted *Barb Wire* flick will soon be a video game (see "ProNews," September '96). Plenty of Web sites are devoted to Pamela (one of the best is <http://www.pamwatch.com>), and here's a regular mailing address for fan letters:

Baywatch Bay Club
P.O. Box 69249
L.A., CA 90069

Complaint Corner

I'm writing about the lack of African-American characters in role-playing games. I've played the entire Final Fantasy series, Zelda, Secret of Mana, and others, and all I can find are blond, blue-eyed heroes rescuing damsels in distress. Is it that blacks simply have no place in RPGs, or are the creators trying to maintain a certain image? Is it really that hard to think up a decent African-American character for RPGs?

Johnathan Floyd
Winnfield, LA

BUYERS BEWARE



By The Watch Dog

Brrrr, that winter chill is setting in. Good thing I have a nice thick coat, except for that bald spot on my butt where I had to gnaw off that infected tick. Too bad I didn't get all of it—hoo boy, I'll be payin' for that later. Till then, here's some help for a few ticked-off consumers.

Q: I feel I've been ripped off. I bought the September issue of *GamePro* because of the Twisted Metal 2 screenshot you had on the front cover. But inside the issue there was no review, no article, nothing. What gives?

H. Kantarek
Tinley Park, IL

A: **The Watch Dog answers honorably:** We blew it, and we're canine enough to admit it. Originally we had a preview of Twisted Metal 2 scheduled to run in the September issue, which is why we put the screenshot on the cover. At the last second we decided to make an editorial change, but we missed the cover screenshot. We had no intention of deceiving anyone.

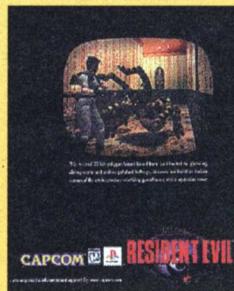


Twisted tale

Q: An ad for Resident Evil ran on the inside front cover of your May '96 issue. The ad says "Answers are found in darkest corners of the estate cemetery, crumbling guest houses, and a mysterious tower." I've beaten the game with both Jill and Chris many times and have never seen the cemetery, guest house, or tower. Where are they?

"SatchMo560"
Internet

A: **The Watch Dog states:** Those locations are mentioned on the game box, too, not just in the ad. Actually, you have seen them in the game, though they're not exactly as described. A customer-service rep at Capcom told us that the company that created the ad wrote the ad copy about two months before the game was finished in order to meet magazine deadlines. Unfortunately, Resident Evil went through a lot of changes in the last month before it was released on March 29, 1996, and among those sites changed were the cemetery,



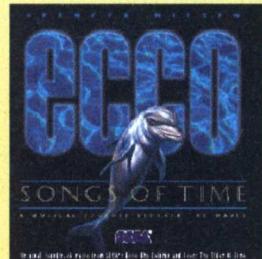
A close-up look at the Resident Evil ad

guest house, and tower. According to the rep, the game has no formal cemetery, but there is a single grave; the "crumbling guest house" is the guard's house; and the tower mentioned in the ad became the lab. Capcom doesn't consider the ad to be a misrepresentation of Resident Evil because the sites mentioned in the ad do appear, just with different names, and the programmers were only making these last-minute changes in order to perfect the game.

Q: In the "ProNews" section of your August '96 issue, you announced some video game soundtrack CDs made by the Sega Music Group. I haven't been able to find either of the CDs mentioned in any local music stores. Were they cancelled?

Daniel "Gamehead" Lopez
Internet

A: **The Watch Dog answers:** They weren't cancelled, but they took a little longer to reach store shelves than expected. As of November '96 you should have been able to find Spencer Nilsen's evocative *Ecco: Songs of Time* and *PowerCuts 1* (15 tracks from various Sega games). Look for a third CD, *Mr. Bones*, featuring music by rock guitarist Ronnie Montrose, in stores soon.



Echoes of Ecco

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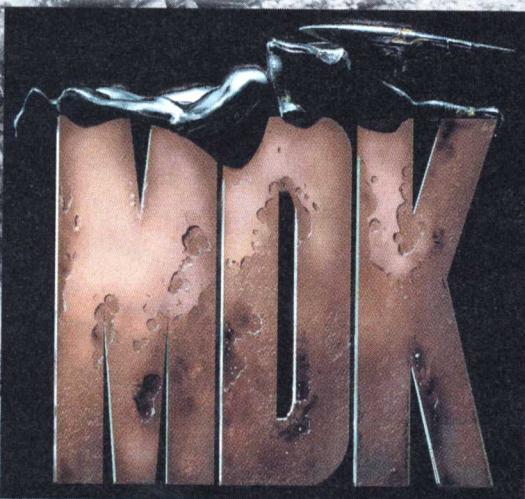
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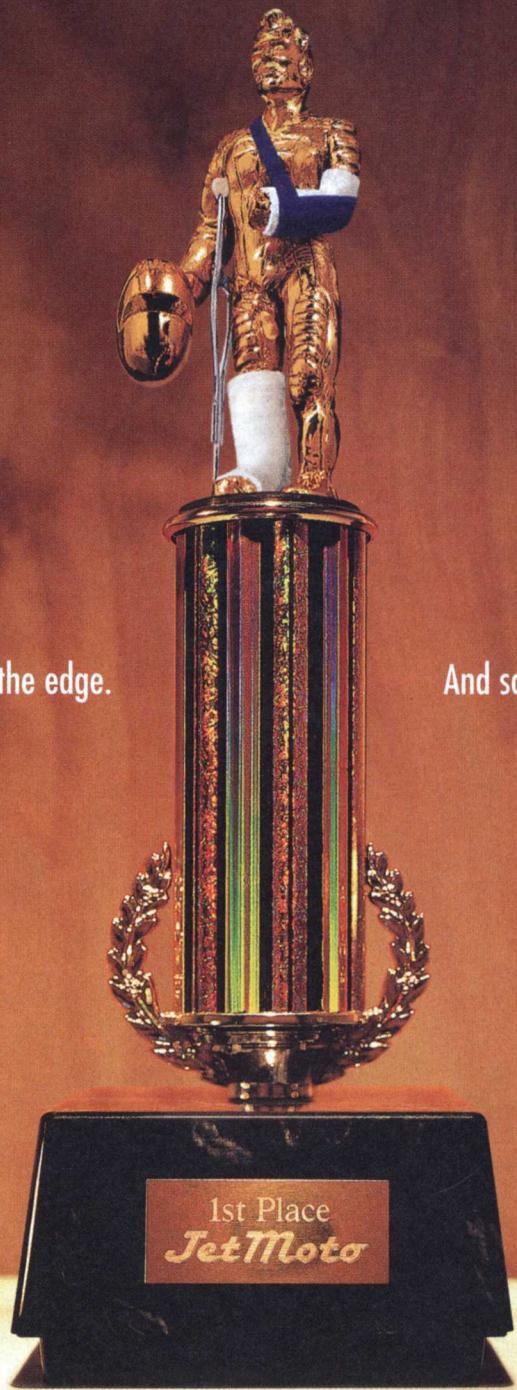
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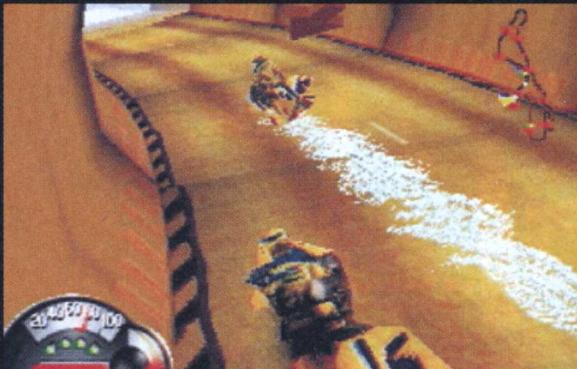




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For game hints call 1-800-933-SONY(7669). The charge is \$0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Jet Moto, TruePhysics, U R NOT E are trademarks of Sony Interactive Entertainment Inc. ©1996 Sony Interactive Entertainment Inc. www.sony.com



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THE GAMEPLAY

NIGHTS SCREAMS ALONG AT BANSHEE
REPLICATE THE TRUE SENSATIONS
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AND ITS OMNIPRESENT SYMPHONY



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ENGINEERED SPECIFICALLY TO INTENSIFY THE NIGHTS EXPERIENCE, SEGA SATURN'S 3D CONTROL PAD ESTABLISHES A NEW BENCHMARK IN SMOOTH AND DYNAMIC OPERATION.

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There's more, of course. But the rest is up to you. Kick off your walking shoes. Say your prayers. And fly. No way you'll sleep. But you'll have wicked good dreams.

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PRONews

January 1997



THE TOP TEN R.I.P.S IN THE
VIDEO GAME INDUSTRY

Big-Name Games Slowed by Delays

To the consternation of eager gamers, several high-profile games expected in stores before Christmas were delayed until early 1997. The **Nintendo 64** suffered the biggest blow: **Turok: Dinosaur Hunter** (from **Acclaim**) missed the big holiday selling season and is tentatively rescheduled as an early 1997 release.

The **Turok** delay to February was officially credited to "fine-tuning," even though the near-final version, which was shown exclusively to *GamePro* editors in September at Acclaim's New York headquarters, looked impressive. Once the **Turok** delay became official in October, insiders suggested that there was more to the delay than a "quality" question. The speculation was that Nintendo was intentionally holding back the game so it would have at least one strong N64 title immediately after Christmas. Acclaim could certainly use a hit right about now: Not only did the company suffer through a dismal financial year that resulted in layoffs (see "ProNews," December 1996) and the appointment of a new president (Greg Fischbach), Acclaim is also being investigated by the Securities and Exchange Commission over some questionable financial dealings.

In addition to **Turok**, two other eagerly awaited games had the brakes applied just before Christmas. **Duke Nukem 3D**, **GT Interactive**'s PlayStation version of the intense PC shooter, won't be out until September 1997, a delay of almost a year from the original launch target. **Fox Interactive**'s **Independence Day** for the PlayStation and Saturn, which was supposed to come out simultaneously with the movie

video on November 22, 1996, will now rocket onto shelves in late January or February. Check the video for a teaser promo of this behind-the-vehicle shooting game.

Delays and cancellations continued to plague the holiday release schedule. **Capcom**'s **Mega Man 8** for the PlayStation and **Marvel Super Heroes** for the PlayStation and Saturn all slipped a couple of months to February, as did **Data East**'s **MVP College Football** for the PlayStation. **Eidos Interactive** took the air completely out of **Dream Team Basketball** for the PlayStation and Saturn. That hot property, which would've put Shaq, Olajuwon, Barkley, and other NBA stars in an international Olympics tourney, was cancelled altogether.

As if there weren't enough U.S. delays, there's even word that the Japanese launch of one of the year's most heavily requested role-playing games, **Final Fantasy VII** for the PlayStation, was pushed from early December to January, February, or beyond. No word on the U.S. release, which is expected before next summer.

Amidst all this frustrating news about game releases came the first word from a reliable Nintendo source of what will probably be one of the N64's top-selling games: Unable to fit everything he wanted into **Super Mario 64**, the game's legendary creator, Shigeru Miyamoto, is already working on a sequel, due late in 1997 at the earliest.

Sega Dramatically Cuts Prices on Saturn Games

Now that the Saturn, PlayStation, and Nintendo 64 all cost \$199, how are **Sega** and **Sony** going to counter Nintendo's sudden sales momentum? One way is by cutting the prices of the games. With the N64's cartridge games costing consumers over \$60, and with CDs being much cheaper to produce than cartridges, Sega and Sony have started emphasizing their game prices, which have dropped to levels Nintendo may never be able to approach.

Late in the fall Sega fired a noisy volley in this game-price war by slashing the prices on some of its Saturn games to an unheard-of \$19.99. Sega also dropped the ceiling for the highest-priced new games from \$69.99 to \$59.99. Among those games affected by the price cuts are **Panzer Dragoon II**, **World Series Baseball**, **Bug!**, and **Clockwork Knight 2**. Sega's biggest title of the season is **Nights**, which was selling out even when priced at \$59.99 (the game comes with a special analog controller).

Sony didn't seem too worried about Sega's new pricing policy. A Sony spokesperson pointed out that Sony's ceiling price for Play-



Turok



Duke Nukem 3D



Independence Day



Final Fantasy VII



Mega Man 8

• * •
"The
Belated
Bunch"
• *



MVP College Football



Marvel Super Heroes

Station games has been \$59.95 for a long time, that "value-priced" high-profile games such as Destruction Derby, NFL GameDay, and Twisted Metal had been offered for \$39.95 since last summer, and that no matter what Sega does, the PlayStation is still unofficially outselling the Saturn by at least a three-to-one margin.

New Controversy Over Video Game Violence

A new video game controversy has erupted in Great Britain. The subject of parental rage is **Schoolyard Slaughter**, a computer game that has been on sale overseas for a year. In the game, players try to shoot down schoolchildren in a schoolyard.

Angry citizens in the U.K. are mounting a well-publicized campaign against the game because it reminds them of a tragedy that gripped the country a year ago. Last March a gunman slaughtered 16 children and a teacher at a school in the Scottish town of Dunblane.

After the Dunblane tragedy, anti-handgun factions organized the nationwide Snowdrop Campaign, whose members are circulating

Inside Scoop

- Good news for prospective N64 buyers: Responding to a huge consumer demand, Nintendo has changed its shipment plans for the **Nintendo 64**. Originally Nintendo expected to ship 500,000 N64s to the U.S. by Christmas, but after the system's stunning September success—350,000 systems sold in under three days as further pre-orders poured in to retailers—the company will ship about 1.2 million N64s to the U.S. before the end of the year.
- The list of upcoming N64 games continues to grow. New additions to the 1997 schedule include **Lamborghini 64**, Titus Software's next-gen version of its hit SNES game Lamborghini American Challenge. This game should race into stores by next summer. Coming later from T-HQ is an exclusive N64 version of **World Championship Wrestling** that will have mat moves and voices for Ric Flair, Sting, Lex Luger, The Giant, and Hulk Hogan, among others.

Activision is about to go into the flight-simulation business for the first time. The L.A.-based company recently announced that it has struck a distribution deal with **Parsoft Interactive**, the creators of the computer games Hellcats Over the Pacific and A-10 Attack! Activision will bring out Parsoft's newest flight sim, **A-10 Cuba!** (the sequel to A-10



Parsoft Interactive's flight sim A-10 Cuba! will be distributed by Activision in December.

Attack!), by Christmas, plus two more, **A-10 Gulf!** and **Dogfight**, later in 1997. All three games are for Windows 95.

Fans of XBand's brand of online gaming have another XBand product to look forward to. In October, **Catapult**, makers of XBand modems for the SNES and Genesis, merged with **Mpath**, creators of the Mplayer online gaming service (see "NetPro," this issue). One of the announcements that came out of the merger was word that an XBand modem is in the works for the Saturn, with release expected by the end of '97.

petitions throughout the U.K. in an effort to direct public awareness to gun-control issues. In statements reported by the Reuters news service, Jacqueline Walsh, a Snowdrop member, stated that the game "should never have come into the country in the first place....Computer libraries have to be more vigilant about the images they promote."

Despite the public outcry, the British government has yet to take a stand on the game. The government is still investigating the Dunblane tragedy and is considering whether or not there should be tighter restrictions on gun ownership.

More Layoffs for Video Game Companies

Count **American Laser Games** as the latest company to quit making its traditional video game products. Following in the footsteps of struggling software companies like JVC and Acclaim, the maker of the **Mad Dog McCree**, **Who Shot Johnny Rock?**, and **Space Pirates** games laid off about a third of its staff in anticipation of a radical change in direction. ALG also replaced founder Robert Grebe with a new president, Jan Claesson. The moves came in response to recent financial losses: Revenues for 1996 will probably be about half of the \$16 million generated back in 1995 when ALG was still aggressively developing arcade and mainstream games for the Sega CD and 3DO.



Well-known for its live-action shooters like Mad Dog McCree for the 3DO system...



...American Laser Games has turned to making the fantasy/adventure game Shining Sword for the PlayStation...



...and is putting a new emphasis on Her Interactive PC titles such as The Vampire Diaries.

After the release of the live-action shooter **Crime Patrol** for the Saturn this Christmas, ALG has only one more mainstream title in the works: the long-delayed fantasy/adventure **Shining Sword** for the PlayStation, which doesn't use the company's usual brand of live-action footage. Instead of live-action games, ALG is now focusing primarily on one aspect of its games development—games for girls. The company's Her Interactive division has just released **The Vampire Diaries** for PC, with additional PC titles like **Sweet Valley High** and **Nancy Drew Mysteries** slated for release in 1997. **G**



Hot News from GamePro Online



America Online users can now get daily game news updates. Use the keyword **GAMEPRO** to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online Web site at <http://www.gamepro.com>.

Online Gaming 101

A primer on how to use four online gaming services. By The Net Nut

You've been hearing about these wild death matches on the Internet involving PC gamers from all around the world. And you've heard some intriguing names like DWANGO and Quake. But you're still not playing online games, and you want to know how to get hooked up. Read on, gamers, for an introduction to the brave new world of high-powered online gaming.

Basic Differences

There are four main services that enable PC gamers to face each other over the Internet in shooting games like Quake and Doom (sorry, Mac fans, these services don't include you). The four—DWANGO, Mplayer, TEN (Total Entertainment Network), and Engage—have some basic similarities, and a few key differences.

DWANGO, Mplayer, and TEN don't make games, nor do they download tons of complete games for you to play. Mainly they act as go-betweens, connecting gamers who own PC games. In other words, each gamer must own

These companies know that they have to compete aggressively for your time, or they'll go the way of GEnie and the ImagiNation Network. Remember them? Neither do most people.

their own copy of the PC game Doom II if they want to play against other gamers via the DWANGO gaming service; DWANGO then provides the Internet connection.

One thing you'll notice about these multiplayer gaming services is that they often don't have an exclusive lock on the hottest games. For instance, both Mplayer and DWANGO offer Quake, and Mplayer and TEN both have Warcraft I: Orcs & Humans. Mplayer, DWANGO, and TEN can all let you take a spin in Big Red Racing.

Engage, however, differs from DWANGO, Mplayer, and TEN. Engage has its own original games that you jump into online without having to buy a PC version of the game. Engage was created by Interplay Productions, a company that started as a game publisher (it published the ClayFighter and Blackthorne games, among others). Thus, Engage is launching with some of its own games, such as Descent Online and Castles II, that can't be found on any other service. Engage also has deals with other game-making companies for additional exclusive games (Philips Media's Fighter's Duel and Interworld Productions' RoleMaster: Magestorm, for example). When you get Engaged, you start downloading games right away.

Basic Similarities

The four main multiplayer gaming services do have some basic similarities. All offer chat rooms, bulletin boards, and e-mail. For all the ser-

vices, figure that playing games will usually cost about \$2 an hour (once you've bought the required software).

Best of all, there are frequent deals that enable you to test out the services and play new games for free. Mplayer and Engage offered free beta testing of their services throughout the fall; DWANGO restructured all its fees in September; and TEN is offering special "charter memberships" up through New Year's at reduced rates. TEN, Engage, Mplayer, and DWANGO are trying to learn from the failed efforts of those first multiplayer gaming services, such as GEnie and the ImagiNation network.

Setting Up

Not all ISPs (Internet service providers) are equal, and you need an ISP for all of these online gaming services (except DWANGO, which is played through its own servers, not through the Internet). Most ISPs, such as NetCom, UUNet, and DirectNet, offer PPP (Point to Point Protocol) direct dial-up accounts, which are preferred for TEN and Mplayer (if you don't have an ISP, Mplayer's software includes a free PSINet sign-up kit for Internet access).

Check this Web site—<http://www.thelist.com>—to find the different ISPs in your area and a list of their costs and features. Note, too, that having Internet access via AOL, CompuServe, or Prodigy will not enable you to play games on most of these services.

Once you have an ISP and the equipment to play (see sidebar "The Equipment You Need to

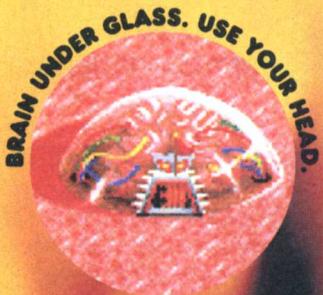
Play Online Games"), each of the main online gaming services has the same basic procedure for enrolling newcomers. From each company's Web site (URLs are given on the following page), you can download a start-up kit that gives you the software you need to register and start playing games. Included in the kit are the company's own software, Internet software, and shareware versions of a few key games like Quake so you can get a taste of online gaming.

An alternative to registering via the company Web sites is to call each company by phone (phone numbers are given on the following page). Order the CD-ROM with the start-up kit, and you're off and running. To engage Engage, you can enroll via its Web site, over the phone, or through its sites on America Online, Prodigy, and CompuServe (currently Engage is the only one of the four main multiplayer gaming services to be on these three online services).

Wherever you register, you're sure to find a whole new way to play. With DWANGO, Mplayer, TEN, and Engage, multiplayer gaming has truly rocketed into cyberspace. **G**

The Equipment You Need to Play Online Games

- 486 PC for Engage, TEN, and DWANGO; Pentium processor required for Mplayer and recommended for the others
- Windows 95 (DOS is acceptable for DWANGO)
- 8 megabytes of RAM (16 MB is recommended)
- CD-ROM drive (except for Engage, where everything is downloadable)
- 14.4-baud modem (28.8 is recommended)
- Web browser such as Microsoft Internet Explorer or Netscape Navigator
- Optional: joystick, 16-bit sound card for Win 95, speakers, microphone (for Mplayer)



BLOW UP COWS, EAT GOLDFISH, THEN GO TO HELL.

This is the bizarre world of Baldies. A world that you build and where lunacy reigns. The idea? Destroy the nasty little hairy guys before they destroy you—the Baldies. 15 devilishly clever weapons, 100 intense levels, hidden and bonus rounds, hot action graphics in five weird worlds (hell included). And it's the only multi-player, extended-play game with a chrome dome crew. Warning: May cause permanent hair loss.

Baldies

TOTALLY DEMENTED ACTION
FOR PEOPLE WHO THINK.

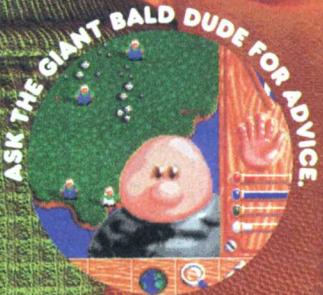


PLAY
in
ONLINE

<http://www.inngames.com>



Both DOS and
Windows 95 included.



Panasonic
Interactive Media
<http://www.panasonic.com/cool/>

Doin' DWANGO

Service name: DWANGO (Dial-Up Wide-Area Network Gaming Operation); the oldest of these four gaming services

URL: <http://www.dwango.com>

Phone: 713/467-0405

Main games: Shooters—Doom, Doom II, Ultimate Doom, Duke Nukem 3D

Monthly fee: \$7.95 per month (includes unlimited chat and five hours of game time)

Additional 10 hours per month: \$19

Unique features: The world's largest "death match" (head-to-head) tournaments; DWANGO may also have the fastest game-play of all the services because it uses its own servers scattered in 29 cities around the world

Quake, id Software's follow-up to the wildly successful Doom, is one of DWANGO's hottest games.



Mplayer's current lineup of games



As many as 16 players can blast away simultaneously from their combat vehicles in Havoc, coming soon to Mplayer.

A Perfect TEN?

Service name: TEN (Total Entertainment Network)

URL: <http://www.ten.net>

Phone: 800/804-0836

Main games: Shooters—Quake and Duke Nukem 3D; strategy—Magic: The Gathering, Command & Conquer

Hourly rate plan: \$9.95 per month (includes five free hours), \$1.95 per hour thereafter

Flat rate fee: \$29.95 per month

Unique features: Markets the highest number of exclusive games (including Dark Sun and Panzer General)

Descend into the TEN manhole to survive...

Mplayer Madness!

Service name: Mplayer, a product of Mpath Interactive, whose partners include Catapult, makers of XBand modems

URL: <http://www.Mplayer.com>

Phone: 888/675-2937

Main games: Shooters—Quake, Terminal Velocity; strategy—Warcraft, Command & Conquer

Fees: \$7.95 per month for five hours, then 99 cents per hour; or \$19.95 per month for unlimited hours

Unique features: "Seismic Nation," a collection of special Quake activities and tournaments; real-time speech so you can taunt your opponents while you play



...the four-player combat-vehicle action of MindScape's Necrodome.

Get Engaged!

Service name: Engage

URL: <http://www.gamesonline.com>

Phone: 714/752-5510

Main games: Shooters—Descent Online, Splatterball; strategy—RoleMaster: Magestorm, Castles II

Fees: Not available at press time, but expected to be under \$2 per hour

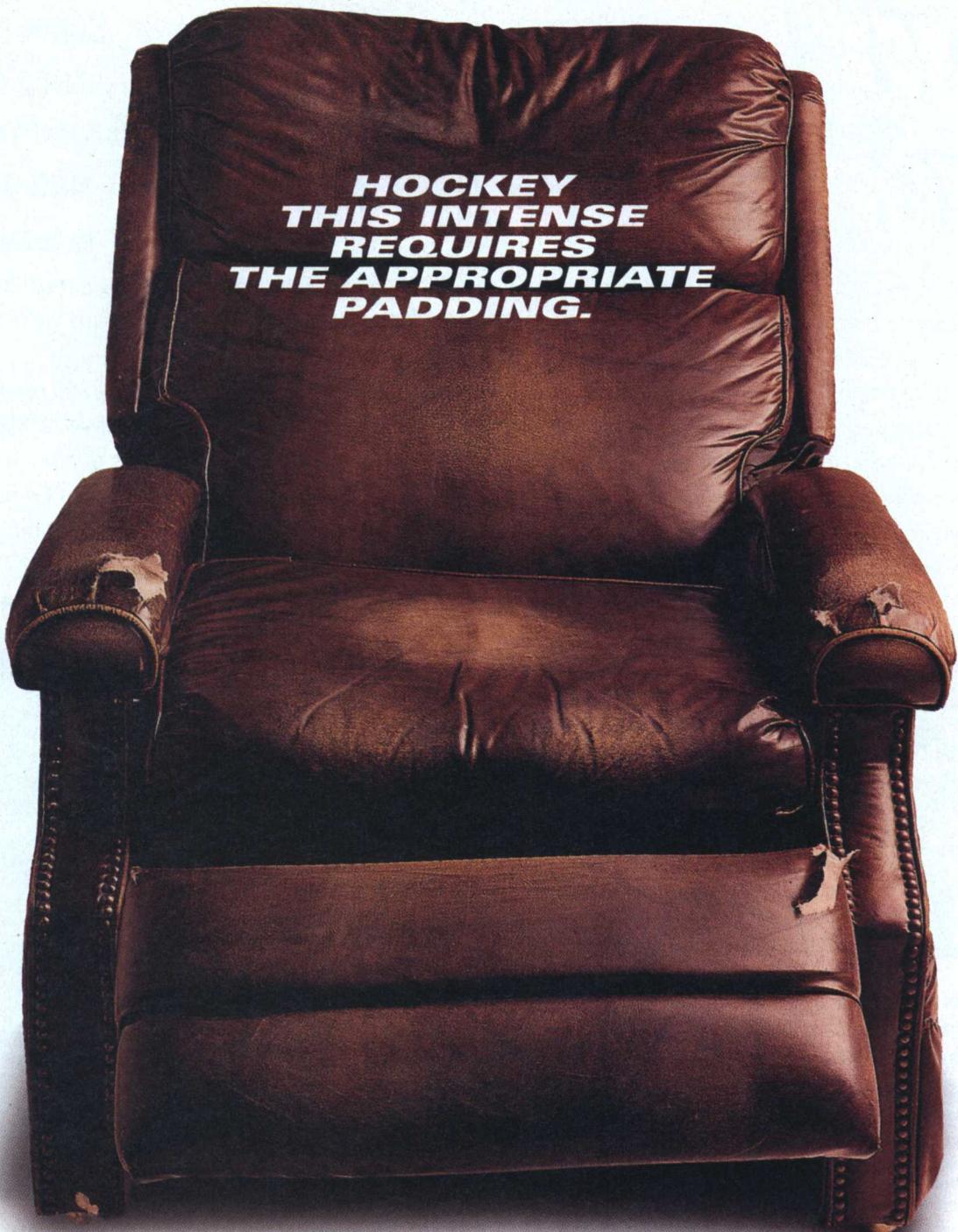
Unique features: Offers original games not found on any other service (such as Descent Online and RoleMaster); sites on AOL, Prodigy, and CompuServe; also offers Billboard Live! Online, a Web version of the new music club



Descent Online is Engage's explosive shooter.



E-mail us your comments through America Online or at this Internet address:
comments.gamepro@iftw.com



**HOCKEY
THIS INTENSE
REQUIRES
THE APPROPRIATE
PADDING.**

CONSIDER PARTICIPATING (WILLINGLY) IN THE PHENOMENAL HOME VERSION OF THE FIRST ARCADE VIDEO GAME EVER TO MAKE IT INTO THE HOCKEY HALL OF FAME, AND, IN TURN, BEING CHECKED, SLASHED, PITTED AGAINST THE MOST REALISTIC PLAYERS AROUND, SELECTING FROM OVER 20 POWER-UPS, INCLUDING SUPER GOALIE, BIG HEAD AND BABY SIZE MODES, BUILDING UP YOUR HOT METER AND LITERALLY SETTING THE NET ON FIRE AGAINST 1, 2 OR 3 OTHER PARTICIPANTS WHILE LEGENDARY BLACKHAWKS™ ANNOUNCER PAT FOLEY SCREAMS IN YOUR EAR. **THE ARCADE HIT HAS COME HOME.**



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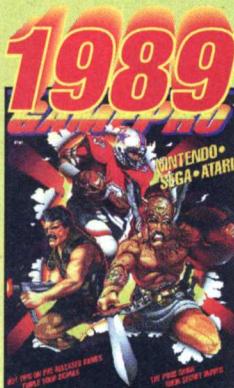
100 Issues... Over 200 Writers!

Some familiar faces revisit GamePro's past and present.

By The Feature Creature

SPECIAL FEATURE

Over the years *GamePro* has published the work of many...uh, how should we say...unique writers and editors. What started out in 1989 as an editorial staff of one full-time editor and a handful of freelance writers has grown to a staff of up to 12 full-time editors for print and online. As long-time readers know, we've never identified the people behind the fictional bylines (The Unknown Gamer, Bro' Buzz, Scary Larry). And we're not going to identify 'em now. But



GamePro was born in the spring of 1989. The four founders—LeeAnne McDermott, executive editor; Patrick Ferrell, publisher; Michael Kavish, art director; and Lynne Kavish, director of production/administration—worked out of their houses in the San Francisco Bay Area. The first few issues appeared every other month until *GamePro* became a monthly magazine in November. The issues included

ProViews (not ProReviews) with no ratings boxes, a puzzle page, and a Pro Challenge Board for high scores.

The first year introduced fictional personas who represented the small staff and various freelancers. *GamePro* didn't even have illustrations to accompany the fictional writers' bylines in the first year.

as we recall *GamePro*'s history we will recall for you all the famous and infamous pseudonyms we've ever used in the magazine.

Long-time readers have seen over 200 pseudonyms in *GamePro* in the last seven-and-a-half years. Many of these personas are the multiple monikers of just a few individuals. In the following retrospective look at *GamePro* and its GamePros, we've identified some of those multiple personas in parentheses.



Andromeda
(still with the magazine!)

Charlie T. Aslan

B.A.J.

C.A.T. (stands for Champ of All Time)

The Eliminator

The Pro, A.J.F.

KATS

Mirage

Matrix

Stomper

X Caliber



Gideon
(Dr. Zombie)

Military Men

Some of the military personnel who have served over the years:



Captain Controller



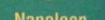
Captain Pachinko



Captain Squideo



Ensign Taylor



General Johnny Ballgame



General Scary Larry



Major Mike



Stormin' Norman



Faces have certainly changed over the years. Compare to today's face for Major Mike.

A Look Back at Games and GamePro, 1989-1997

GamePro's Issue #1 sports a generic football player, barbarian, and soldier on the cover



U.S. debut of Atari Lynx

April/May 1989

Winners of the "Design Your Own Hero" art contest announced

March 1990

U.S. debut of TurboExpress handheld system

Aug. 1990

Japanese debut of Nintendo's 16-bit Super Famicom

Nov. 1990

U.S. debut of Sega's Game Gear; invitation to join "Team GamePro"

Jan. 1991



First look at unfinished Sonic the Hedgehog for Genesis

April 1991

ProViews now called ProReviews; ProReviews of Sonic (5.0, 4.0, 5.0, 5.0) and first Game Gear game (Dragon Crystal)

June 1991

Introduction of Team GamePro members; SNES gamers' guide

Aug. 1991

Sci-fi issue; first SNES ProReviews; Super Ghouls 'N' Ghosts, HyperZone

Oct. 1991

Debut of "Game Busters" page; GamePro sells 200,000 issues for first time

Feb. 1992

U.S. debut of Sega Genesis; "The Adventures of GamePro" comic book starts inside the magazine

GamePro switches from bimonthly to monthly

U.S. debut of TurboGrafx-CD; GamePro sells 100,000 issues for first time

Game Genie for NES released; free Dick Tracy poster included with issue

The first ratings faces appear with the ProViews; first announcement that Sega's making a 32-bit add-on for the Genesis

U.S. debut of Neo-Geo home system; first editorial discussing video game violence; biggest issue yet (196 pages)

First description of Sega CD; news that Atari is making 16-bit "Panther" system (never released)

News that Nintendo and Sony are teaming up to make "SNES CD"

TurboGrafx-16 gamers' guide

U.S. debut of SNES on Sunday, Sept. 1; GamePro TV show hosted by J.D. Roth debuts

News that Atari is working on the Jaguar



First "Readers' Choice Awards" (best 16-bit game: Sonic)



At the end of 1989 the growing staff leased a small

office in Redwood City, California. There was a huge jump in the number of persons that appeared this second year. Many of the new characters were multiple monikers of writers and editors who were still

on staff from the year before.

Illustrations for selected personas first appeared in December.

Abby Normal

Ann Arctic
Boogie Man



Brother Buzz
Catwoman
Fanatic Fan
The Good Witch



Hack 'N Slash
(actually two people joined at the brain)

Hobbs
Johnny Arcade
Maid Marion

Michaelangelo
The Mongoose

Persona non Grata
Pizza X
Rik Haynes
A Rolling Stone

The Screamin' Bohemian
Slasher Quan (Boss Music)



Slo Mo
Stomper
Sweet Polly
Purebred

Tobor the 8-Man
The Whizz



appeared in the magazine in 1991.

The Bohemian Dominion
Earth Angel (Andromeda)
Fanatic Fan



Dr. Dave



By now *GamePro* was shifting from coverage of 8-bit games to the emerging 16-bit systems. Momentum was so great that *GamePro* launched its own TV show in September. Hosted by J.D. Roth, it ran for almost three years. These new pseudonyms

Feline Groovy (Rampant Saxon)

Holly Wood

The Missing Link

The Mild-Mannered Reporter

Mr. Dynamo



Toxic Tommy



Rigor Mortis

Riff-Raff

N. Somniac (Dr. Zombie)

Speedy Buns

The Spam Weasel

The Unknown Gamer (Andromeda)

Videohead (Tricky Ricky)



Roadkill Warrior

The Many Sides of Scary Larry



Scary Larry often rechristens himself to correspond with the type of game he's reviewing.

Air Scary
Comrade Scary

The Editor
Formerly Known as Scary Larry

General Scary Larry

Scary "All-Madden" Larry

Scary "Bigger Hurt" Larry
Scary "Hut Hut" Larry
Scary Larry-Jabbar
Scary Skywalker
Sir Scary Larry



The magazine had outgrown its offices, so the staff moved to its current building in San Mateo, California, and added these new personas.

Athletic Supporter
The Betamax Boy
Board Gamer



Bone Head (Captain Squideo)

Boy Blunder
Boss Music (Slasher Quan)



Bubonic the Blowfrog
Capp'd Crusader
Captain Controller

Captain Meat Cleaver

Choosy Chooser

Cleopatra

Colorful Commentator

Dirtdog

Dirty Player

E.D. Beta

Frequent Flier

The Game Show Host with the Most

The Great McGillicutty

Jinky the Monkey

Kay Oss

Lizard Lips

Milo Prophet

Mister Blister

Monty Haul

(Slasher Quan)



Ninja Slug
N. Terry Gator
Otter Matic
The Pizza Guys
Rampant Saxon (Feline Groovy)
Scary Larry (Lawrence of Arcadia)
Sister Sinister (Feline Groovy)
Skywalker
Uggs the Bug
Van Goat
Weekend Warrior (Dr. Zombie)
Willy Y. Pout

LamePro Losers

Every April since 1993, *GamePro* has published "LamePro," an April Fool's Day spoof of the magazine and the video game industry. These illustrious personas (most of them created by Scary Larry) have appeared as "LamePro" writers:

Conan the Librarian

Howard NoSell

Scarier Larry

Scary Mary

Slasher Queen

Sy Kotick



The Editor Formerly Known as Scary Larry



25 pages of "SWATPro" tips;
GamePro sells 500,000 issues (still the only game mag to hit this number.)

Free Mortal Kombat II poster; first Jaguar ProReviews (Raiden); Night Trap pulled off shelves

SPECIAL FEATURE

New *GamePro* ratings system appears; debut of "The Sports Page" dept.; first look at Super Star Wars (SNES)

ProReview of Street Fighter II (SNES: 5.0, 5.0, 5.0, 5.0)
U.S. debut of TurboDuo

Staff's "Christmas Wish List"; biggest issue yet (244 pages); *GamePro* sells 300,000 issues for first time

Free Art of Fighting poster; 32-page World Heroes/Art of Fighting ProStrategy Guide



First annual "LamePro" satire

Mortal Monday, Sept. 13; free Jungle Strike poster; *GamePro* sells 400,000 issues for first time

MK ProStrategy Guide; "Hot SWATPro" tips roundup; first announcement of Nintendo's 64-bit "Project Reality"

25 pages of "SWATPro" tips; *GamePro* sells 500,000 issues (still the only game mag to hit this number.)

June 1992

Sept. 1992

Oct. 1992

Dec. 1992

Feb. 1993

April 1993

July 1993

Sept. 1993

Nov. 1993

Jan. 1994

Feb. 1994

April 1994

June 1994

Debut of the "Team GamePro Page"

Special feature "Comic to Carts"; first ProStrategy Guide (Street Fighter II, SNES)

Free Street Fighter II poster; U.S. debut of Sega CD; ProReview of Super Star Wars (SNES: 5.0, 5.0, 5.0, 5.0); free Battletoads poster



Magazine redesign; Super Star Wars ProStrategy Guide; U.S. debut of Super Mario Bros. movie

Sega begins rating the content of its games; Star Fox ProStrategy Guide

U.S. debuts of 3DO and Jaguar systems; debut of new "Role-Player's Realm" dept.; Street Fighter II Turbo ProStrategy Guide

Super Street Fighter II ProStrategy Guide; debut of "The Fighter's Edge" dept.

Super Empire Strikes Back ProStrategy Guide; first CD-i ProReview (Kethler); 3DO begins rating its own games; second annual "LamePro"

Sonic 3 ProStrategy Guide; first CD-i ProReview (Kethler); 3DO begins rating its own games; second annual "LamePro"

Mortal Kombat II ProStrategy Guide; announcement of Street Fighter II movie

SPECIAL FEATURE



This year saw the continued growth of the magazine and its pool of pseudonyms.

Abutt and Christello
(Scary Larry and Captain Squideo)

Art Gecko (Dr. Zombie)

Atomic Dawg

Ben D. Rules (Captain Squideo)

Captain Pachinko

Dr. John H. Watson
G-Man
Jacques Itch
Kamikaze



The King Fisher (The Obliterator)

The Lab Rat
Lance Boyle (Captain Squideo)

Lawrence of Arcadia (Scary Larry)

The Locker Room Analyst

Manny LaMancha

Marvin Kubeczech

Miss Chievous

Miss Demeanor

Nob

Porcupine 396

Rubbernecker

Stormin' Norman

Team Bomberman

The Tumminator (Scary Larry)

Captain Squideo

Cat A. Tonic

CC Rider

Coach Coronary (Captain Squideo)

Coach Kyle (Captain Squideo)

Comma Kaze (Black Widow)

The Cyber Punk

Data Carvey (Captain Squideo)

The Desk Jockey

Dr. Devon (Captain Squideo)

First look at the PlayStation; Mortal Monday, Sept. 13; reviews of Mortal Kombat II home games; Super-Man/Hulk ProStrategy Guides

Special feature on Beavis & Butt-Head; Primal Rage ProStrategy Guide; Samurai Art Contest winners; U.S. debut of 32X



First ESRB ratings appear with ProReviews; Killer Instinct ProStrategy Guide

July 1994

Sept. 1994

Nov. 1994

Aug. 1994

Oct. 1994

Dec. 1994

Feb. 1995

April 1995

June 1995

Sept. 1995

Nov. 1995

March 1996

May 1996

Aug. 1996

Sept. 1996

Jan. 1997

Introduction of Samurai Art Contest; Super Street Fighter II Turbo ProStrategy Guide

ProReviews of Mortal Kombat II home games; Primal Rage/Mortal Kombat II ProStrategy Guides; first look at Jaguar CD

Earthworm Jim ProStrategy Guide; free Viewpoint poster; biggest issue yet (296 pages)

First looks at Virtual Boy, XBand, Mortal Kombat 3, and WeaponLord; DKC ProStrategy Guide



Third annual "LamePro"

GamePro published in UK; preview of Saturn, PlayStation, and "Ultra 64"; U.S. debut of Jaguar CD



U.S. debut of PlayStation on Sept. 9

Yoshi's Island ProStrategy Guide; free Mortal Kombat 3 poster; "Ultra 64" shown in Japan

PlayStation outsell Saturn 2-to-1; exclusive Killer Instinct 2 preview; DKC2 ProStrategy Guide

"16-Bit Gamer's Survival Guide" debuts; Super Mario RPG ProStrategy Guide

News that Sony/Sega cut 32-bit prices to \$199; 29-page E3 report



GamePro was up to around 300 pages (December '94), and the staff was up to ten full-time editors plus two part-time interns. The following list of new names includes two young writers who reviewed a game for us after they won the Blockbuster Video World Game Championship. Can you spot them?

Auntie Social



Bacon (Air Hendrix)

Boss Man Graham
Char-Li
Cross Eyes

Cy Borg (Black Widow)

The Darkman

Dark Mark

Drumhead

Ensign Taylor (Slasher Quan)

The Eternal Cheesehead

Fred Dread

Game Over Man (The King Fisher)

Indill the Incredible

Jay Rasta Fighter

Johnny Combat (The King Fisher)

Peteroo

Quick-Draw McGraw

The Ryanator (Andromeda)

Sarah Nade

Spinning Lancer



The Obliterator (The King Fisher)

To-Ryu-Mo
The Trackman

The Watch Dog



The Wizard of Awe (Scary Larry)



Undercover Lover
Yoga Master Chris

1995

The debuts of current staffers Bruised Lee, Johnny Ballgame, and

Major Mike. This list also includes two winners of the Blockbuster Video contest.

Air Hendrix

The Axe Grinder (Major Mike)

Baron von Riesenberger

Bill Cleaton



Bruised Lee

Cover Girl

Eye Spy

The Feature Creature (Captain Squideo)

Fried Eye (Bro' Buzz)

Greasy Gus (Tommy Glide)

King Kane

The Lab Hamster (Tommy Glide)

Leonardo da Video

The Net Nut (Captain Squideo)

The Pencil Grinder (Major Mike)

The RPGenius (Scary Larry)

Ryan & Caitlin (Andromeda)

Tricky Ricky (Videohead)

Wily Weasel

Sir Garnabus

Slapshot McGraw (Quick-Draw McGraw)

Super Dizzy Jet (Major Mike)



Tommy Glide

1996

New faces that have joined the old team in the last year.

Art Angel

The Game Elf (Sir Garnabus)

Gen Xer

Grease Monkey

The Gun Nut (Major Mike)

Madd Maxx



Black Widow (Cover Girl)

The Rat Baron

Tommy LeGlide (Greasy Gus)

1997

GamePro celebrates its 100th issue!



Primal Rage pulled from shelves; Super Mario RPG-Resident Evil ProStrategy Guides; Japanese debut of N64

U.S. debut of N64 on Sept. 29; part 2 of Tekken 2 ProStrategy Guide



Previews of N64 games; fourth annual "LamePro"

Sony/Sega cut 32-bit prices to \$199; 29-page E3 report

News that GamePro publishes its 100th issue

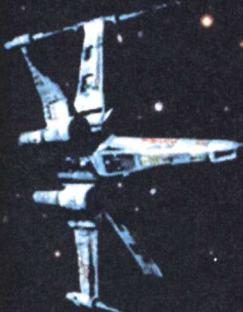


T H E N E W E S T

STAR WARSTM

ADVENTURES ARE COMING TO

TELEVISION.



AND YOU CAN
FIND THEM ON
THIS STATION.



TRINITRON



SONY

Drop that remote. Two action-packed Star Wars games have arrived - specially enhanced for the PlayStation™ game console. Dark Forces™ surrounds you with its visceral brand of first-person fire-power, while Rebel Assault II: The Hidden Empire™ launches its perfect combination of live-action video and intense space combat. Two thrilling Star Wars experiences - both designed to take maximum advantage of the power found in Sony's stellar game system. Who said there's nothing good on TV?



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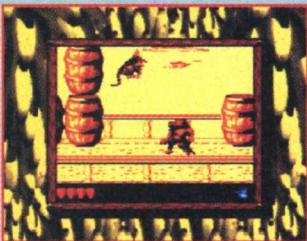
Handhelds for the Holidays!

DONKEY KONG LAND 2: DIDDY KONG'S QUEST (GAME BOY)

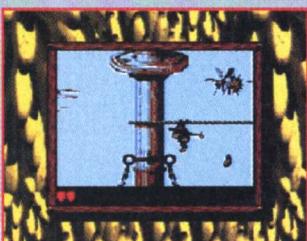


One of the best handheld games of 1995 gets a great sequel in 1996. As in the 16-bit version, DKL2 introduces Diddy's gal pal Dixie, who uses her helicopter whirl' to bash familiar Donkey Kong enemies. The 42 stages of side-scrolling action, hidden areas, bouncy music, and exceptional Game Boy graphics make this the best handheld game of the year.

By Nintendo



The game's hop-n-bop action uses many of the same settings and characters as the 16-bit version, including the pirate ship.



As in previous Donkey Kongs, this is a huge game, with lots of areas to explore while you collect bananas and K-O-N-G letters for extra lives.

X-Men Mojo World (GAME GEAR)



The X-Men set a good X-ample in this above-average game. Six comic-book heroes are on hand...er, claw—Wolverine, Rogue, Cyclops, Gambit, Shard, and Havok—to face the evil Mojo, Magneto, The Agent, Trevor Fitzroy, and others. Each X-Man has a unique mutant power to use in the six levels that take you through futuristic urban settings.

By Sega



Wolverine slashes his adamantium claws at enemies as he explores the New Orleans sewers.



Rogue is a super-strong X-Woman who can go fist-to-fang with a half-human Warwolf.

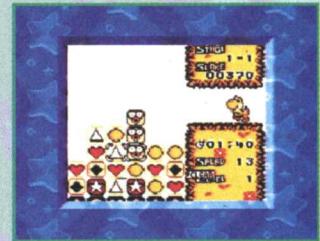
If you're looking to get your stocking stuffed this holiday, ask Santa for some new handheld games. GamePro rates the nifty gifties that are keeping the Game Boy and Game Gear alive for at least one more holiday season! *By The Feature Creature*

Tetris Attack (GAME BOY)

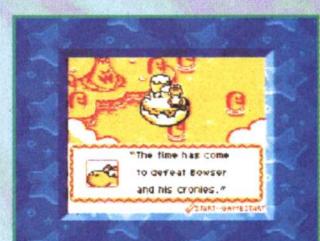


Tetris Attack updates the age-old Tetris concept by inverting the basic action: Instead of blocks falling from the top, now they rise from the bottom. Match up like-colored blocks in four one-player modes, or go head to head against a puzzle pal in the fast-paced two-player competition (Game Link Cable required). If you're a puzzle fanatic, go on the attack with this satisfying game.

by Nintendo



Match three similar blocks to clear them from the board.



Mario characters populate the game to feed you simple story lines and offer you tips.

FIFA Soccer '97 (GAME BOY)



Soccer scores on the Game Boy, because the players, the ball, and the field are easy to follow. You compete in exhibition, tournament, playoff, or league play with 50 international teams (plus the vaunted T+HQ Tornados). Slide tackles, red cards, and diving goalies are all part of the action. The gameplay isn't exactly speedy—the sprites lop downfield at a sluggish pace—but it's fun working your way through a lengthy tournament to the championship.

By T+HQ



Players are easy to delineate and the action is clear, though it's not too fast.



The Tornados are one of the highest-rated teams in the game.

Bugs Bunny in Double Trouble

(GAME GEAR)

 You'll probably be seeing double after staring at the ordinary Bugs Bunny in Double Trouble. Signs, enemies, and items are so tiny you'll need a magnifying glass. The mild run-n-jump platform action is enhanced by cameo appearances from famous cartoon characters like Elmer Fudd and Marvin the Martian; still, the jangly music and hard-to-see screens will remind you why the Game Gear is on life support.

By Sega

You guide Bugs through seven cartoon episodes including Roman Legion Hare.



In Duck Rabbit Duck, you lead Daffy on a chase through the trees with Elmer waiting to blast the loser.

Sword of Hope II



Fans of Sword of Hope should like this average sequel, because they're almost identical. The standard RPG gameplay features frequent encounters with monsters, but it's so slow and repetitive that you'll put all the battles on Auto to let the characters fight it out for themselves.

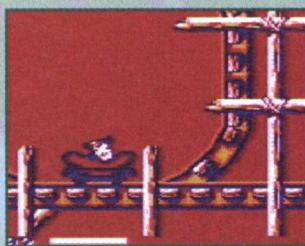
By Kemco

PINOCCHIO Madden'97

(GAME BOY)



Like the new Genesis game (see the Pro-Review in this issue), Pinocchio for the Game Boy is based on the classic Disney movie. The Game Boy's easy platform action parallels the Genesis game level for level and includes appearances by familiar characters like Geppetto and Lampwick. Disney fans and younger players should find it mildly entertaining.

By T+HQ

Pinocchio rides a roller coaster, floats on balloons, and swims as he searches for Geppetto.



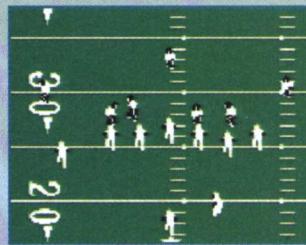
Geppetto and Pinocchio survive a shipwreck inside Monstro. Setting a fire inside the whale causes him to expel Geppetto's makeshift raft.

STREET RACER

(GAME BOY)



The sheer number of players keeps everything small and slow in Madden '97. The ball is atom-sized and players stagger down the field (if possible, play it on a Super Game Boy). The only license is Madden himself, which means generic teams and numbers. You do get realistic plays and strategy, making this a thinking gamer's game, but not one for bone-jarring action.

By T+HQ

Don't lose sight of your ballcarrier; once he gets into the line he'll almost disappear among the white jerseys.



Team ratings are based on last year's performances.



The Rumble puts you on a circular track for some high-speed bashing and crashing.

Battle Zone/Super Breakout

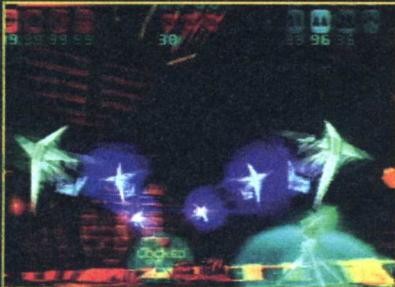
(GAME BOY)



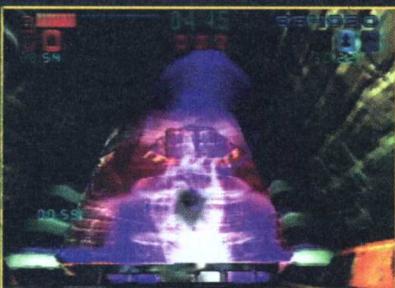
Want to replay 1978 games? Of course you don't. This lame cart won't change your mind, either. Battle Zone is a slow shooter with the sparest vector graphics imaginable, but it looks like Super Mario 64 compared to Breakout, the old Atari variation on Pong where you aim the puck at colored blocks. This no-button game has you sliding your paddle back and forth—it gets old fast.

By T+HQ

Battle Zone enemies include tanks, ships, and even jets; only the explosions rescue the feeble graphics.



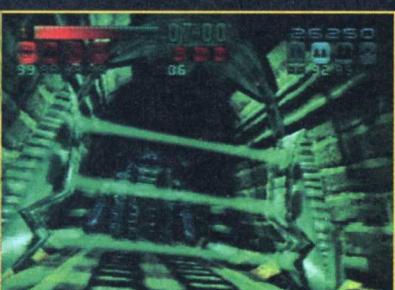
ENEMY WEAPONS SCREAM DEATH
DOWN THE BLACK CORRIDORS!



HAUNTING LIGHT SOURCING
AND SCALING!



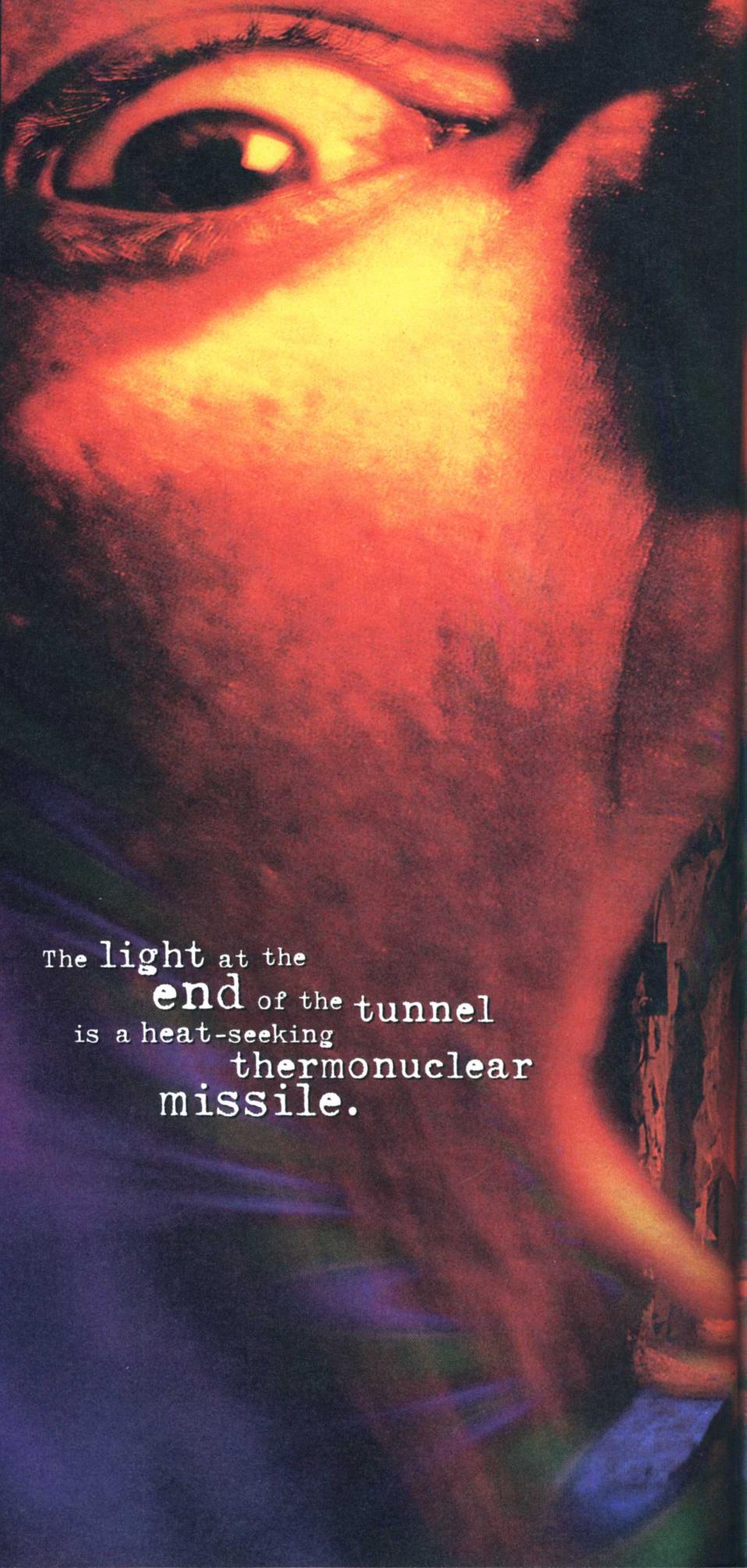
LOCK, DODGE, TURN, FIRE!



TUNNEL SENSORS GUARD
AGAINST SURPRISE ATTACKS!



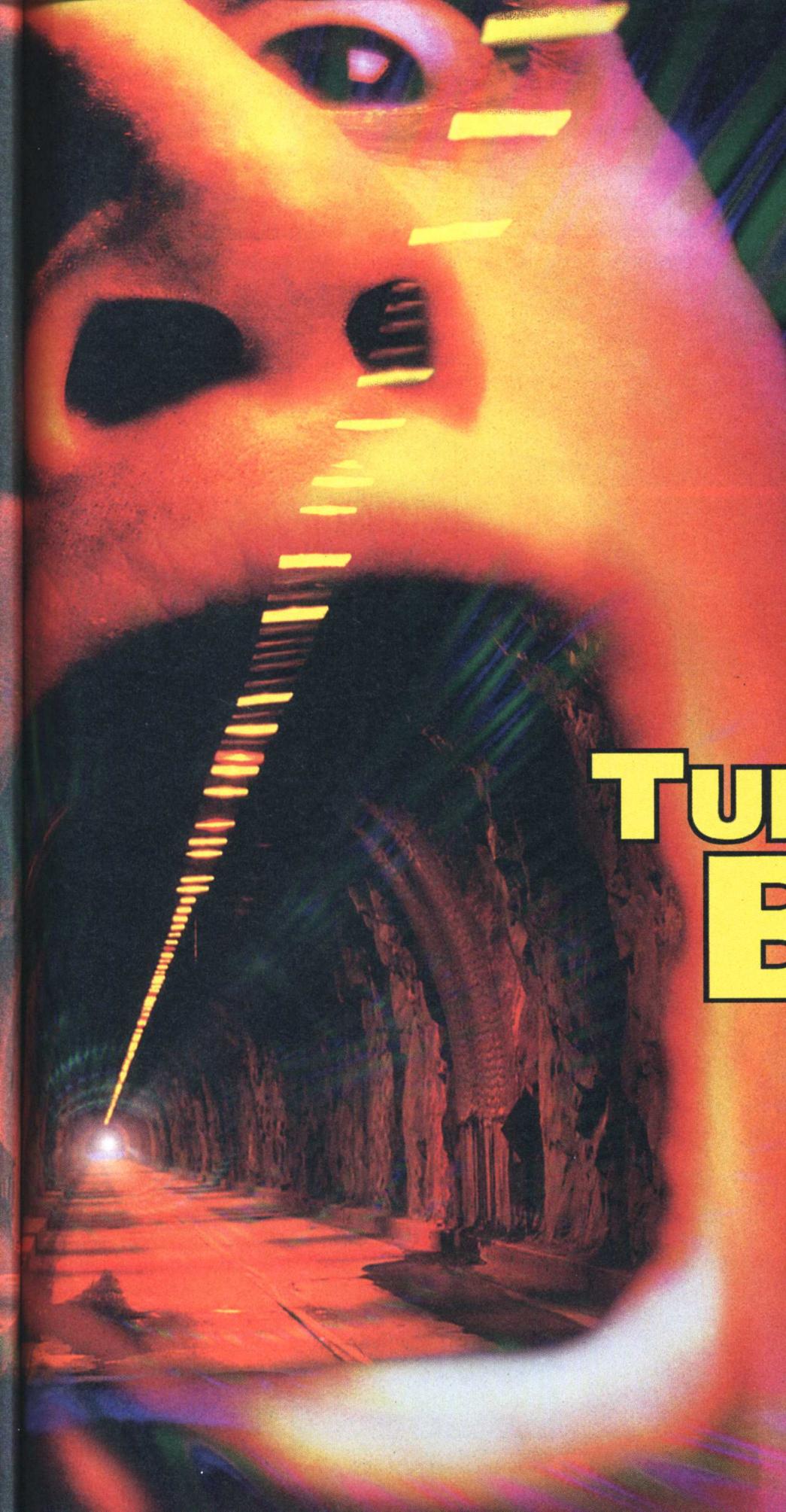
NUCLEAR TUNNEL EXPLOSIONS GET
REAL DANGEROUS, REAL FAST!



The light at the
end of the tunnel
is a heat-seeking
thermonuclear
missile.



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underground.

faster than **fear**.
you have become
one with your war
machine.

flesh **sears**.
metal **warps**.

darkness enfolds you.
the **tunnel** has
swallowed you whole.

it is alive with the
instruments of
death.

even the walls
want to **kill** you.
the speed hurts.

trigger finger
blisters.

no turning back.
welcome to your
tomb.

TUNNEL B1

...packed with unbelievable
special effects and intense,
edge-of-your-seat gameplay."

PS Extreme

"One of the most visually
stimulating games to come
out for a 32-bit system."

EGM

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OVERSEAS PROSPECTS

An International
View on Video Games

Castlevania X: Moonlight Nocturne for the PlayStation is due to hit Japan in early '97, with a domestic release to follow soon after.



By Nob Ogasawara,
Naoki Kakiuchi,
and Major Mike

After vanquishing his father, Count Dracula, with the help of Trevor Belmont in Castlevania III: Dracula's Curse for the NES, Alucard sealed himself in eternal sleep to forever end the cursed Dracula bloodline—or so he thought. Alucard awakens from his dreamless sleep with the certain dreadful knowledge that his father lives again!

Yes, it's the latest sequel to Konami's classic Castlevania horror-action series, Castlevania X: Moonlight Nocturne, a direct follow-up to Castlevania: Dracula X for the PC Engine.

Five years after being put down by Richter Belmont, Dracula is back! Joining



Alucard this time around are Dracula X veterans Richter Belmont and Maria Laredo (Maria was the young captive girl who was later saved from the sacrificial altar by Richter). At the moment, however, these two characters are only scheduled to make cameo appearances.

As of now, the only known playable character is Alucard,



although Richter is supposedly playable only at the beginning of the game. Whereas the usual weapon in a Castlevania game has been a whip, Alucard now uses a long sword. However, other weapons, such as daggers and rods, are also available. Being of mixed blood, both human and vampire, Alucard can transform into a wolf or dissolve into mist.

New to the series is protective armor, such as shields and capes, some of which have special powers. For example, the shield can absorb fireball attacks. Single-use weapons and recovery items have also been added. Of course, the traditional weapons like a cross, holy water, and an axe, which use the famous Castlevania stored hearts, will also be available.

There are a dozen stages at the moment, played within



Castlevania X: Moonlight Nocturne

a castle and its courtyard, which include a library and a chapel. However, these stages aren't that well defined—you will need to collect special items to enter certain inaccessible areas. So, in a sense, this game has an RPG element to it. Zombies, skeletons, bats, and the usual assortment of beasties and undead will be out in force, including tough mid-bosses from the original Dracula X. Since this game is on CD, count on spooky, computer-generated movie clips and adrenaline-chilling sounds.

Looks like Castlevania is going to take a bite out of the PlayStation and draw some serious blood! **G**

**Castlevania X:
Moonlight Nocturne
(PlayStation)**

Developed and published by
Konami of Japan
1 player
Action
Available First Quarter '97
in Japan

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Sneak Previews

Crusader: No Remorse



PlayStation

Saturn

By Major Mike



The popular PC action title goes console. Look out, Project Overkill—here comes Crusader: No Remorse.

Controls



Crusader uses a complex button scheme that takes advantage of every button on the controller. Your hero, Silencer, can run, jump, shoot, and use a variety of special weapons—there's so much that memorizing the various functions takes real concentration.

Developed and published
by Origin
Available December '96

60% COMPLETE

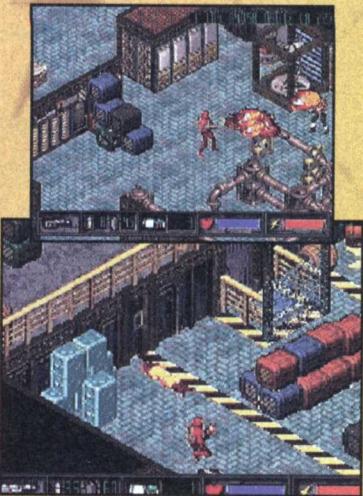


THE TOP TEN GAMES NEVER RELEASED

1. Star Fox 2 by Nintendo (Super NES)
2. Green Lantern by Ocean (Super NES)
3. Dark Sun by Data East (PlayStation)
4. Team 47 Goman by 47 Tek (PlayStation)
5. Super Turrican 2 by Ocean (Super NES)
6. Fireteam Rogue by Accolade (Super NES, Genesis)
7. Super Parodius by Konami (PlayStation)
8. Eternal Champions Special Edition by Sega (Saturn)
9. Steven Seagal's The Final Option by TecMagik (3DO, Genesis, Super NES)
10. Dracula X by Konami of Japan (PC Engine Duo)



Gameplay & Fun Factor



Crusader is more than blasting enemies and coloring the hallways crimson; it is also loaded with puzzles, traps, hidden areas, and other strategy elements.

Graphics & Sound



The game is early in development, so the characters and surroundings look a little rough around the edges. However, the explosions are very colorful, and there's blood and gore galore. The gunfire is still on the tinny side, and enemies' screams sound like Pee-wee Herman.

Sneak Previews



Cruis'n USA

Nintendo 64

By Scary Larry

CHOOSE CAR

ITALIA P69
 TOP SPEED: 144 MPH / 231 KPH
 SKIDPAD: 101 G
 AERO COEFF: 0.28
 0-60 MPH: 2.88 SEC
 POWER: 472 HP V12 DOHC 48V



CHOOSE CAR

LA FERRA
 TOP SPEED: 140 MPH / 225 KPH
 SKIDPAD: 103 G
 AERO COEFF: 0.45
 0-60 MPH: 2.95 SEC
 POWER: 580 HP SUPERCHARGED V12



CHOOSE CAR

'65 MUSCLE CAR
 TOP SPEED: 145 MPH / 233 KPH
 SKIDPAD: 102 G
 AERO COEFF: 0.30
 0-60 MPH: 2.95 SEC
 POWER: 462 HP V8 4.5L DOHC 16V



(B) [FOR OPTIONS] PLAYER 2 PRESS START

Nintendo may not be staying on track with its release schedule for N64 games, but at least it looks like it has a 64-bit winner with *Cruis'n USA*. These early screens gave us the impression this one will fly off the track when it's released.

Developed by Williams
 Published by Nintendo
 Available January

70% COMPLETE

Load of Road



The game will feature your choice of four automobiles (including a '60s muscle car and an older '50s "bomber" car) and a variety of tracks, including the redwood forest of the Pacific coast.



Rock, Roll, and Ride



UNITED STATES ROAD MAP

STATE BOUNDARY

Hot Times APPALACHIA

#	NAME	TIME
#1	TOO	01:40:50
#2	DEU	01:43:60
#3	SER	01:45:12
#4	GGR	01:46:12
#5	DP	01:47:12

You can change the view to your preference, find hidden areas and tracks, and race against a friend in a split-screen, two-player mode. *Cruis'n* has potential to knock the fenders off the other racers.

CHOOSE CAR

DEVASTATOR VI
 TOP SPEED: 151 MPH / 242 KPH
 SKIDPAD: 0.85 G
 AERO COEFF: 0.25
 0-60 MPH: 3.07 SEC
 POWER: 406 HP TWIN TURBO V6



Car Blanche



Smoothly rendered tracks and slick-looking cars are what *Cruis'n* is about. The early screens suggest that this may be a flawless conversion from the arcade.

Sneak Previews



Spider

PlayStation

Meet this Spider, man. You play a scientist trapped in the body of a small cybernetic tarantula, out to avenge the espionage team responsible for trashing your labs. Beautifully rendered levels, from a city sidewalk to a burned-out lab, enhance the gameplay, which also involves hanging and swinging from a tenuous thread and crawling under tables and ledges.

It's enough to give you a bad case of the willies, and the 30 levels offer tons of variety. The weapons you pick up (different metallic "legs" which shoot missiles, spew fire, and so on) are well thought out and in-

corporated seamlessly into the spider's body. Spider has bite—we'll keep an eye on this one as they work out the bugs.

—Scary Larry



Developed by Boss Game Studios
Published by BMG Interactive
Available February

60% COMPLETE

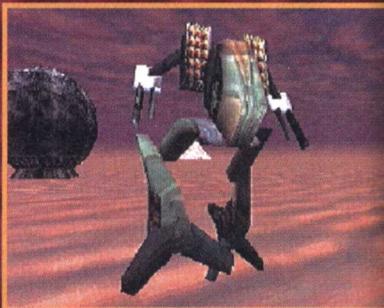


MechWarrior 2

PlayStation Saturn

One of the top PC games is heading to 32-bit country as MechWarrior 2 makes the leap to the PlayStation and Saturn. Based on the popular BattleTech board games, Mech 2 plunges you into the cockpit of one of 12 mean, monstrous BattleMechs that loom like skyscrapers but fight like tanks on steroids. Before the fray, you must swear loyalty to either the Jade Falcon Clan or the Wolf Clan, then customize your mech from a choice of more than 20 weapons. The mech-versus-mech mayhem goes down in more than 16 missions on ice planets, in grimy urban settings, and on harsh desert worlds. Mech pros can take on the Career mode, which puts you to the test in a long string of missions that reward success with upgraded equipment.

—Air Hendrix



Developed by Quantum Factor
Published by Activision
Available February

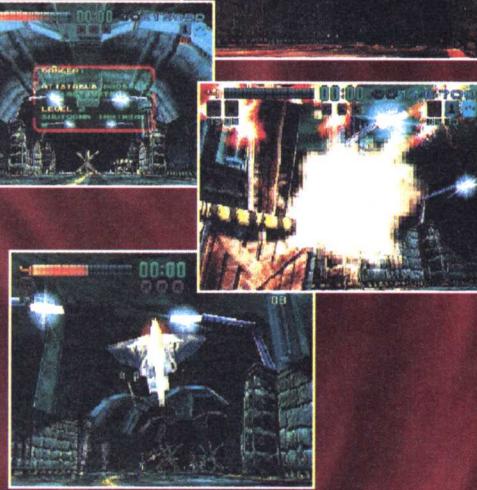
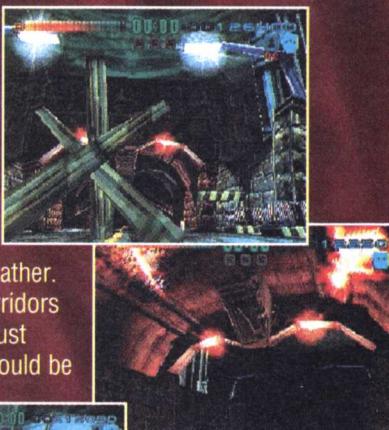
40% COMPLETE



Tunnel B1

PlayStation

This unique little game crept under the door one day and surprised us all. It's a dark and stylish corridor/vehicle shooter where you glide down ominous alleys, blasting away gun turrets, road blocks, and other obstacles. There are also mission objectives to fulfill and weapon power-ups to gather. Excellent light-sourcing highlights this game, as corridors light up when explosions occur. Now if they could just tune up the gameplay, which borders on dull, this could be a hot sleeper title.—Scary Larry



Developed by Ocean
Published by Acclaim
Available January

90% COMPLETE



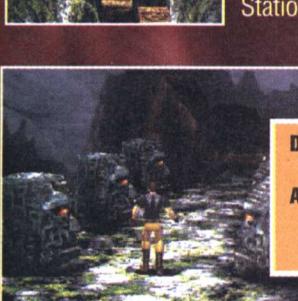
Pitfall 3D

PlayStation

Fans of the classic adventure series Pitfall can now stop holding their breath: Pitfall Harry, Jr. is set to debut on the PlayStation this spring. In this new polygon-rich 3D environment, Harry will do lots of dimensional jumping and fighting in 24 levels that will include mines, volcanoes, and floating islands.

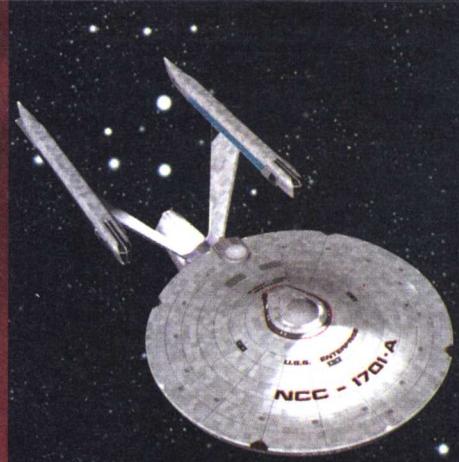
Although the videotape we saw was very preliminary, Pitfall 3D looks like more fun for Harry.

Tough monsters and more of Harry's trademark jumping should equal long hours of rewarding gameplay. Let's hope Harry hurries onto the PlayStation.—Scary Larry



Developed and published by Activision
Available Spring '97

30% COMPLETE



ENEMY
ARTIFICIAL
INTELLIGENCE
THAT LEARNS
AND ADAPTS
TO YOUR
BATTLE STYLE



"Finally a game that lets us boldly go where we've wanted to go the whole time."

computer gaming world

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Broken Helix

PlayStation

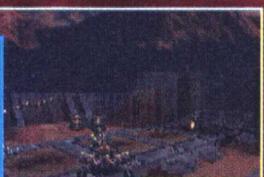
Broken Helix combines Doom's first-person shooting with Resident Evil's puzzle-solving. As part of an elite Special Forces unit, you must crawl, run, jump, and blast your way through several huge levels. Not all the action involves shooting: There are several strategic mission objectives to be completed in each level, and failure to achieve any of them could mean game over!

With topnotch sound effects—including voice-overs provided by Bruce Campbell of *Evil Dead* movie fame—and excellent light sourcing, Helix has the makings of a formidable title.

—Major Mike

Developed by KCEC
Published by Konami
Available First Quarter '97

20% COMPLETE



Amok

Saturn



One of the coolest-looking games at E3 last summer, Amok has taken a while to get to this 80% revision. The gameplay that wowed us six months ago looks pretty tame now—especially when compared to recent mech-based games like Gun Griffon and MechWarrior 2. But it's still a fun and engaging shooter.

The action takes place underwater and on solid ground. You pilot a mech called a Slambird through some intense levels, firing at cleverly rendered sharks, soldiers, and other mechs. The action is fast and hard—you'll take plenty of hits, and return a few in kind. The game includes hardware like missiles, mini-guns, and bombs. This game might run Amok on your Saturn this Christmas.

—Scary Larry



Developed by Take 5 Interactive
Published by Sega
Available December '96

80% COMPLETE





Wild 9s

PlayStation

Wild 9s is another project from Shiny Entertainment, the group behind Earthworm Jim. From the few screens we've seen, this action/adventure run-n-gunner looks like another blockbuster in the making. The smooth rendered backgrounds, wildly imaginative characters and enemies, and engaging story line point to another sure-fire success for Shiny.

Here's the story line: Wex Major, an earthling teenager orphaned during an alien attack, lands on a remote planet and comes across eight other teenagers who team up with him to crush the intergalactic badass Karn. We have the highest hopes for Wild 9s.—Scary Larry



Developed by Shiny
Published by Interplay
Available First Quarter '97

10% COMPLETE

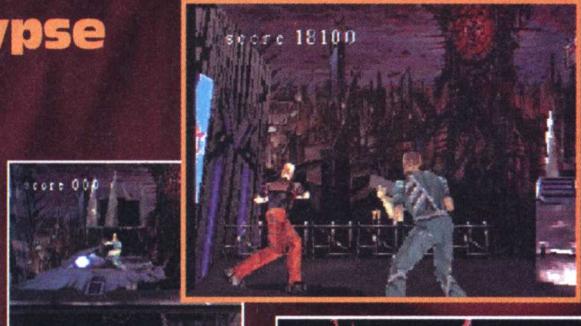


Apocalypse

PlayStation

Activision also has something in the works for you shooter fans out there. It's a 3D run-n-gun game called Apocalypse, featuring some cool rendered characters and a variety of perspectives. The camera is in constant motion, from over-the-shoulder to a side view to an overhead angle, as you roll, strafe, crouch, and jump through the bizarre levels.

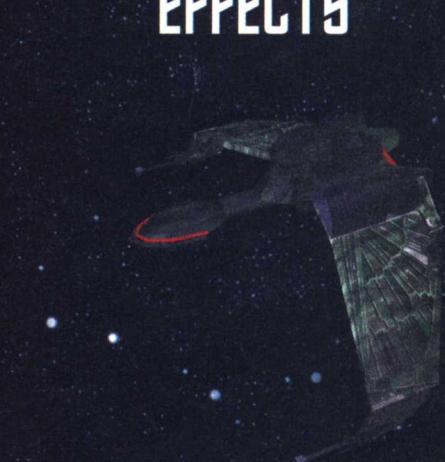
There are several modes of play, including a driving level. Apocalypse looks like a promising prospect—a creepy Resident Evil clone with a flair for firepower.—Scary Larry



Developed and published
by Activision
Available Summer '97

10% COMPLETE

**TRANSLUCENT
TEXTURE
MAPPING
FOR
UNPRECEDENTED
CLOAKING
EFFECTS**



"...a STAR TREK sim worthy of a place beside the Wing Commander and Star Wars games."

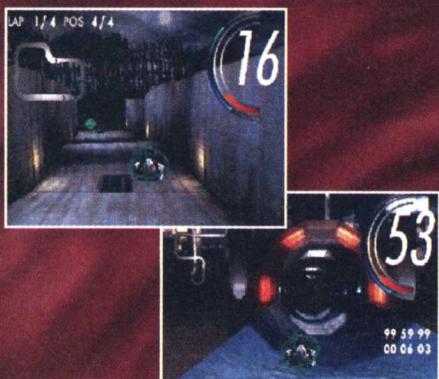
PC gamer



Scorcher

Saturn

Scorcher is a racing game that involves using the human body as the vehicle. This 60 percent version shows that the game needs some vast improvements, including longer tracks and more exciting gameplay. The dark, moody environments get confusing sometimes, but Scorcher has promise.—*Scary Larry*



Developed by Scavenger
Published by Sega
Available now

60% COMPLETE



Starwinder

PlayStation

This new racing game, which blends elements of Wipeout and Cyberspeed, is fast but unexciting. It involves racing through a futuristic, broken-down tube and blasting opponents while racing toward timed goals. More enemies, faster action, and varied tracks will help make this a Star.
—*Scary Larry*



Developed and published by Mindscape
Available now

90% COMPLETE



Dare Devil Derby

PlayStation

At first glance, this 90 percent preview version seemed like it could be written off as another bad racing game because of its poor controls. Upon closer inspection (and many hours of gameplay), it's actually fun and addicting. You have to get used to the controls, but once you do, the game becomes more involving. If the control problems are addressed, this could be a great game.—*Scary Larry*



Developed by Supersonic
Published by Mindscape
Available now

90% COMPLETE



Samurai Shodown III

PlayStation

SNK fans now have a PlayStation alternative; unfortunately, this 90 percent preview shows that this game is a bad alternative. Choppy, syrupy gameplay and terrible controls are going to make this game one sad prospect—stick a fork in this one, 'cuz it's done and probably won't satisfy any fighting fans.—*Scary Larry*



Developed by SNK
Published by Sony
Available now

90% COMPLETE



SWIV

PlayStation

Based on the tough-as-nails shooter that debuted on the SNES almost five years ago, SWIV is another chopper/tank/vehicle destruction game that looks good so far. This early version shows some different rendered terrain and stylish, detailed vehicles. Looks like Return Fire may have some competition.—*Scary Larry*



Developed and published by SCI
Available First Quarter '97

40% COMPLETE



XS

PlayStation

This sharp corridor shooter, which features more Doom-like gunning, looks pretty cool. Nicely rendered cinemas (including a very John Woo-ish shooting scene) and a battalion of weapons make this early version of XS look like a hot prospect. Hopefully, the game will play as good as the demo tape we saw of it.

—*Scary Larry*



Developed by SCI
Published by GT Interactive
Available First Quarter '97

50% COMPLETE



Mega Man 8

PlayStation

The blue boy is back, and although he's been redrawn and recolored with a 32-bit palette, this CD game is basically the same side-scrolling action you saw on the SNES. This time, MM flies with Rush through the air and picks up other buddies, like a bomb-dropping bird, a huge robot, and more. The tried-and-true ability to pick up and use the bosses' special weapons—like tornadoes, bombs, and ice beams—are also implemented. Fans of da man will want this one.

—Scary Larry



Developed and published
by Capcom
Release date not available

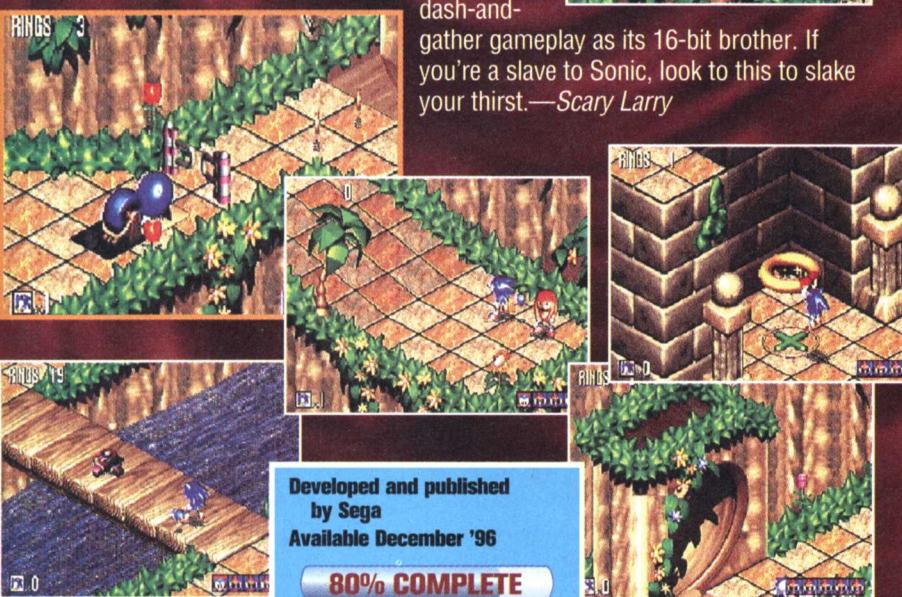
50% COMPLETE



Sonic 3D Blast

Saturn

Sonic's back with a 32-bit rev on last year's 16-bit title. Not much has changed—the levels look slightly more rendered, Sonic looks a little smoother, and the colors pop a little more. However, it's the same $\frac{3}{4}$ -overhead dash-and-gather gameplay as its 16-bit brother. If you're a slave to Sonic, look to this to slake your thirst.—Scary Larry



Developed and published
by Sega
Available December '96

80% COMPLETE



developed and published by

Interplay

BY GAMERS. FOR GAMERS.™

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AND ONLY
STAR TREK
ACTION
FLIGHT
SIM

COMING THIS SPRING
for Win 95/DOS, Macintosh and PlayStation Game Console

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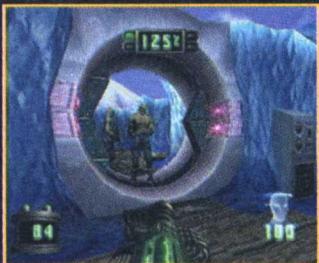
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31ST CENTURY COMBAT

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- Blast, bludgeon or seven-ten split hordes of villians in the Bronx, then rescue four genius kids taken by a sinister general.
- Alternate between the dwarves on the fly to unleash special moves or combine them for fast attacks in “brawl mode” or “morph dwarf.”
- **Three Dirty Dwarves** delivers non-stop head smashing action with a high-energy sound-track and a look all its own!

Three Dirty Dwarves™ for Sega Saturn™ and Windows® 95



SEGA SATURN™



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"Entirely worthwhile, challenging and constantly entertaining."
GAME INFORMER

1 TO 3
PLAYERS



Three Dirty™ DWARVES

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PC GAMEPRO

PC GamePro REVIEW

DOS

By Major Mike

Toonstruck is an enjoyable point-and-click adventure filled with perplexing puzzles, great graphics, personality, and humor. Although it lags at times, it contains an excellent blend of puzzle-solving and cartoon animation. It's like an interactive *Who Framed Roger Rabbit?*

TRAPPED IN TOONLAND

In Toonstruck, you play an overworked cartoonist, aptly named Drew Blanc (played by Christopher Lloyd), who becomes trapped in his own cartoon world. Together with his buddy Flux, another of his cartoon creations, Drew must not only find a way back to

Earth, but he must save the cartoon world he created.

Flawless controls help you execute every movement nicely and are perfect for the simple point-and-click play engine. As you move Drew and Flux

around the cartoon world, gathering clues and collecting objects, the pointer changes shape whenever you pass over a useful interactive object. However, you don't have to just rely only on Drew to solve puzzles and beat tough situations. Flux also has useful skills, such as squeezing through small doorways and reaching inaccessible areas, to name a few.

'TOON GRAPHICS

Excellent graphics flesh out the plot and bring the animated world to life. All the cartoon animation moves fluidly and the integration of Blanc's live action video into the animated world is, for the most part, seamless. The only exceptions are the long cinemas that look a bit grainy and the close-ups of Drew, which suffer from pixelization.

Whimsical themes that play like they came out of a Saturday morning cartoon compose the sound. The voices (by a variety of stars including Tim Curry and Dom DeLuise) are clear and audible.

YAD, YAD, YAD

If there is anything that detracts from Toonstruck, it's the dialogue. The game tends to get bogged down with too much talking. There are self-indulgent speeches, bad puns, and jokes that are repeatedly pounded into your head. The chatter becomes tedious, but because most of the clues are gathered by talking to various characters, you may miss important clues if you bypass the dialogue. How much this detracts from the game probably depends on how patient you are.

Even though it talks too much, Toonstruck provides hours of puzzles and fun. You'll be struck by this unique blend of animation and live action. **G**



TOONSTRUCK

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Characters like Fluffy Fluffy Bun Bun are so annoyingly cute, you'll wish you could strangle them.

THE SECRET PASSAGE



To open the secret passage in the king's bedroom, go to his dresser and open all the drawers except the middle two.



To get rid of the pesky footman, have Flux stand on the loose floorboard in the secret room. Then launch him up to the trap door. Return to the king's bedroom and ring the bell. As the footman enters, step on the trapdoor and fall through the floor.

Toonstruck by Virgin				
Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.5	5.0	4.0	INT INTERMEDIATE
Price not available	Side view	RSAC rating: Teen		
Available now	with comic mischief	and animated		
Puzzle	violence			
1 player				

Minimum System Requirements

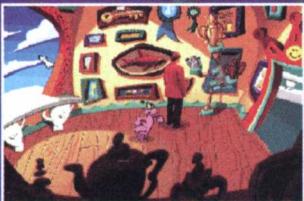
- DOS 5.0 or higher
- 16 MB RAM
- 256K SVGA video card (VLB/PCI)
- 8-bit sound card
- Double-speed CD-ROM drive



PROTIP: To catch the mouse in the pub, chase it over to the front of the mouse trap. Then have Drew play the organ. While Drew is playing, have Flux operate the trap.



PROTIP: To get the key to the king's bedroom, have the two palace guards do their dance. The guard on the left drops the key when he starts dancing.



PROTIP: To get the watering can out of the king's trophy room, get the old mug from the bartender in the pub and swap the two in the trophy room.



THE TOP TEN BEST PC GAMES

1. Duke Nukem 3D
2. Ultimate Doom
3. Warcraft II: Tides of Darkness
4. Command & Conquer
5. Dark Forces
6. X-Wing
7. Crusader: No Regret
8. Quake
9. Myst
10. TIE: Falcon 3.0 & MechWarrior

ZPC: No Flesh Shall Be Spared

PC GamePro REVIEW

Win 95

By Air Hendrix

If ZPC had been released a few years ago, its eye-catching 2D visuals would have probably garnered more acclaim. When you factor in the standard Doom-style action, however, only gamers intrigued by its unique Russian-propaganda look will spend their time here.

Gun-Toting Savior

In ZPC's grim future, you play as Arman, a messiah charged with saving humanity from a tyrannical government. In terms of gameplay, that translates into blasting through hordes of enemy soldiers from a first-person perspective. Potent weapons—such as tesla guns, vaporizers, and chi punches—balance the equation.

For most players, the graphics will make or break the ZPC experience. Aidan Hughes, the artist behind KMFDM's videos, fashioned a stark, somber visual style that many will find extremely appealing. In these days of 3D flair, though, Duke Nukem and Quake pros will likely look upon ZPC's antiquated 2D style with little more than scorn. The excessive pixelization in close doesn't help, either.

Ministering Doom

The conventional gameplay falls squarely in line with all of Doom's hallowed canons: Spray out the ammo and watch the blood splatter. The controls handle fine throughout, supplying all the standard moves except jumping.

On the sound side, ZPC rocks with awesome, moody tunes by members of Ministry that set just the right eerie mood. Solid

explosions, voices, weapon clatters, and other effects keep the combat moving.

In the end, enjoying ZPC boils down to the quirky but cool graphics. If you like 'em, the decent gameplay comes alive. Otherwise, Quake awaits.... **G**



Not for the faint of heart! Arman blasts apart two foot soldiers with his machine pistol.



PROTIP: Keep an eye on how many rounds are left in your clip. The delay in reloading leaves you vulnerable.



PROTIP: If your health meter's full, leave the tear-shaped health-ups behind for now. They don't disappear, and on the later levels, you'll need to return for them.

ZPC: No Flesh Shall Be Spared				
By GT Interactive				
Graphics	Sound	Control	Fun Factor	Challenge
3.5	4.5	4.0	3.5	INTERMEDIATE
\$49.99	24 levels			
Available now	First-person view			
Corridor shooter	Replay value: Medium			
8 players	ESRB rating: Mature			
Minimum System Specifications				
• Windows 95	• Double-speed CD-ROM drive			
• Intel 486/66	• 100% Microsoft-compatible mouse			
• 8 MB RAM				
• 1 MB on hard drive				

Screamer 2

PC GamePro REVIEW

DOS, Win 95-compatible

By Air Hendrix

Starting Line

This day at the track begins by choosing from 16 cars and three courses—with three additional tracks opening up as you progress through the championships. To win, racers need to tune their cars to suit each of the track's conditions, customizing details like suspension and tire pressure.

The impressive 3D graphics portray well-detailed tracks and realistically moving cars. The flat audio, however, fizzles with tame music and repetitive sound effects.

Chugging Along

Screamer 2 gets off to a nice start, but performance issues drag it to a grinding halt. Unless your system ranks in the upper Pentium echelons, you're stuck in lo-res mode, where blocky mounds of pixels somehow represent opposing drivers. Even if you risk hi-res on a Pentium 90, you'll feel like you're watching a slide show.

However, when it's rockin' on a high-end rig, Screamer 2's gameplay will glue racing buffs to the screen. It's raucous arcade action all the way as you ram opponents, set up power skids, and

so on. The controls provide a nice feel for the different handling of each set-up, but the tricky steering definitely requires practice.

If you've got the power, Screamer 2's got breakneck racing action. It's too bad all those gamers with medium-level hardware are left eating dust. **G**



PROTIP: The Horizon car is the best choice for beginners as its great cornering requires little power skidding.



PROTIP: Pass opponents on turns by taking the inside line and skidding out.



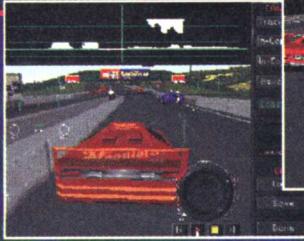
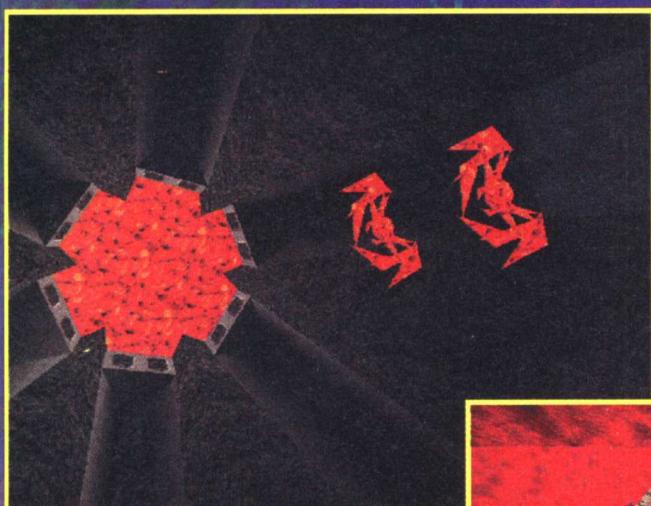
PROTIP: The key to tight handling is beginning to steer and countersteer just before and after the turn.

Screamer 2 by Virgin				
Graphics	Sound	Control	Fun Factor	Challenge
4.0	3.0	4.0	3.5	INTERMEDIATE
\$29.95	4 views			
Available now	Replay value: High			
Racing	ESRB rating: Kids to Adults			
4 players				
6 tracks				
Minimum System Specifications				
• DOS 6.0 or higher	• SVGA VLB or PCI video card with 1 MB VRAM			
• Pentium 60	• Double-speed CD-ROM drive			
• 8 MB RAM				



Descent II: Infinite Abyss

Win 95



XCar: Experimental Racing

DOS

Bethesda's cooking up the latest twist on racing action with XCar. This sim drops you behind the wheel of 16 high-speed cars to explore the cutting edge of racing: experimental prototypes. XCar lets you customize every element of your futuristic vehicle, then check it out on test tracks so you can use telemetry readings to make last-minute adjustments. The flag drops on 10 courses in either a tricked-out Sim mode or an easier Arcade mode. Up to eight players can toe the line over a network or modem.—Air Hendrix

By Bethesda Softworks
Available January

Descent, the trend-setting 360-degree shooter, gets deeper with its sequel. Descent II: Infinite Abyss is actually a combination of three products: a new Windows 95 version of Descent II with 3D acceleration; Descent II: The Vertigo Series, which provides 20 new levels, 10 new robots, new audio effects, and cinemas; and the Descent II Mission Builder, which enables you to construct your own levels and build your own enemy robots. If you don't want the whole package you can purchase the Vertigo Series separately. Time to go down again.—Major Mike

By Interplay
Available now

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3D BLAST

New SonicTM 3D BlastTM for Sega
Saturn is a three-dimensional trip
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and prepare for a Sonic adventure
that is not of this earth.


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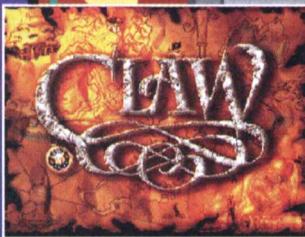
KID'S
ADULTS
KID'S
ADULTS
KID'S
ADULTS



The PC as ARCADE MACHINE

By The Undercover Lover

INSERT QUARTER TO PLAY



RATING PC GAMES

Just as most video games are rated by the ESRB (the Entertainment Software Review Board), most PC games are rated by the Recreational Software Advisory Council (RSAC). RSAC rates game content in three categories: Violence, Nudity/Sex, and Language. The rating system uses a scale that measures each category on a



scale from 1 to 4, with 1 being low and 4 being totally out of control. An "All" rating means that, in a given category, the game is suitable for all audi-

Personal computers are preparing to take over the arcades. The National Amusement Network Inc. (NANI) and Microsoft have teamed up to create a national network system that will link PC-based arcade game systems for multiplayer gaming via...what else?...the Internet.

In the NANI design, arcade gamers will play on units (designed according to Microsoft specifications) that are open-platform PC systems, supporting Windows NT 4.0 and Windows 95. The CPU will be in the Pentium 200 class, possibly a dual P200 processor system with a 3D graphics accelerator. The game interface will feature typical joysticks and action buttons, but controls will also include trackballs and built-in keyboards.

National Competition

The NANI network has radical implications for arcade and PC gaming. In the arcades, gamers across the country will be able to compete in multiplayer contests via the Internet with prizes including cash. Arcade operators will be able to inexpensively upgrade or swap games as readily as you might install a game on a home PC. Then using off-the-shelf versions, home PC players will be able to connect online and compete against arcade players.



NANI and Microsoft, however, have more in mind than just games. All units will connect to the Internet, so some will be configured to also enable you to check e-mail or to surf the Web.

A System with Teeth...and Claw

The NANI team certainly has the guns with which to make gamers and arcade operators



alike stop and listen. In addition to NANI, which is part of the AMOA (the Amusement and Music Operators Association), and Microsoft, Electronic Data Systems is also a major player. EDS, which is well-known as a major ATM network designer, created the network backbone. Game makers currently onboard include Williams/Bally-Midway, Viacom, Paramount, and Monolith Productions.

In fact, Monolith's Claw will be among the first NANI games. Claw is a 16-level side-scrolling adventure game. The action occurs in an animal universe where you play a feline-like pirate named Claw. According to Monolith, Claw will support up to 256 players via the NANI network.

Token Gameplay

The beauty of the NANI setup is that it makes porting arcade games to PCs, and vice versa, a no-brainer. The system could make the Internet truly a people's games environment. ■

RSAC ADVISORY

	VIOLENCE Humans killed
	NUDITY/SEX Revealing attire
	LANGUAGE Mild expletives

ences. Reviews for PC games in *GamePro* will contain an RSAC rating in every ratings box.—Bro' Buzz



You are here



TO SAVE MANKIND FROM IMMINENT DESTRUCTION,
WE DON'T EXPECT YOU TO BE IN TWO PLACES AT ONCE.

WE EXPECT YOU TO BE IN THREE.

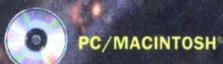
... and here



... and here.



Download the demo at
<http://www.gtinteractive.com>



MIRAGE



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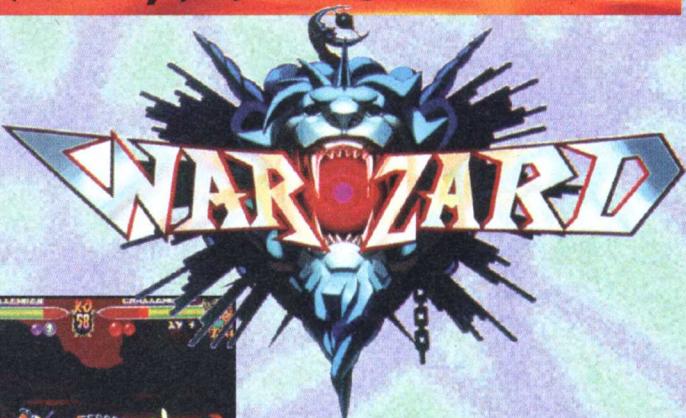


HOT AT THE ARCADES

By Nob Ogasawara
and Bruised Lee

Capcom's latest arcade creation presents an interesting new twist in fighting gameplay. In WarZard, you have a choice of playing as one of four characters—a ninja, a wizard, a martial arts expert, or a warrior with a lion's head. Initially, their abilities are somewhat limited, but by defeating enemies, you obtain experience points that can be cashed in for power moves and weapons.

Not only can your fighter carry over these enhancements to subsequent bouts, but beefed-up fighters can be saved via a password system so they don't have to start from zero every time you play. Other than this innovation in character development, the game's fighting system shouldn't be a mystery to anyone familiar with Capcom's other 2D fighting games such as Street Fighter Alpha 2, Darkstalkers, and X-Men.



Terror from the Crate: Conjure up creepy monsters by hitting the crate to start multi-ball action and collect a jackpot.

Return of the Dead Heads: The right shot brings different heads to life.

Stiff-O-Meter: Shoot against the clock to get multi-ball play.



Scared Stiff is a hair-raising pinball game that takes a stab at B-movies—with none other than Elvira as your host! The playfield animates six tales of terror, with props right out of a horror movie, including a ramp made of bones, a corpse-filled coffin, and lifelike frogs that actually leap against the protective glass surface.

The game also features an interactive 3D backglass where players try to stop a spinning spider for secret awards. Scared Stiff is designed for players of all skill levels, so anyone should be able to walk up and quickly jump into the action.

An alien conspiracy

A bizarre
and brutal dimension

A deadly trap with only one
chance for survival...



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WEAPON

THE ULTIMATE BATTLE IS THE ONE YOU FIGHT ALONE...



4 lethal alien attackers can gang up
on you, using FIRST and ONLY
Behavioral Artificial Intelligence.

Take on 20 merciless alien species
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Explore over 1,300 rendered environments across five hostile worlds.



PERFECT WEAPON

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"Perfect Weapon may very well end up as one of the most unique and exciting products to hit the PlayStation this year!"
Greg Off, Editor-In-Chief, PS Extreme

"I have reviewed over 1,000 games and have never seen anything like Perfect Weapon."
Lawrence Neves, Senior Editor, Game Pro

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Electronic Gaming Monthly

"...one of the first *true* 3D fighting games."
Next Generation

A new dimension in gaming...

Camera angles move as fast as you do.



head games



WINDOWS® 95



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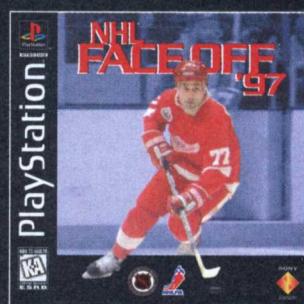
Cooper

He spent years scrapping,
clawing and grinding for the
right to play in the NHL.[®] All
you did was buy your way in.
Don't think he won't be looking
for you along the boards.





You're a marked man. But try not to let that intimidate you. Because you have all the teams with all the starting lineups. You have advanced gameplay and artificial intelligence, with players cycling and executing powerplays just like they do in the pros. You can create your own strategy for breakouts, forechecking and offensive and defensive attacks. You'll be able to swarm the net or focus your offense around your right winger, left winger or center. You've got Icon Passing™ which lets you execute give-and-goes as well as any assist leader. Of course, when you go skate to skate with the likes of Jagr, Lemieux, Hatcher, Coffey and Brodeur, there's one thing you haven't got. A prayer.





Re-Loaded (By Interplay)

By Major Mike

Price not available
Available now

Action
2 players
12 levels



THE TOP TEN NEXT-GEN GAMES

1. Resident Evil (PlayStation)
2. Super Mario 64 (Nintendo 64)
3. Wipeout XL (PlayStation)
4. Doom (PlayStation)
5. Star Wars: Shadows of the Empire (Nintendo 64)
6. Wave Race (Nintendo 64)
7. Soviet Strike (PlayStation)
8. Road Rash (PlayStation)
9. Final Doom (PlayStation)
10. Panzer Dragoon II (Saturn)



floats over onto Sister Magpie's slot. Move the cursor to her slot and Fwank is now playable.



Control

4.5 The simple running, strafing, and shooting mechanics are blessed with near-perfect controls. Movement becomes sluggish and imprecise only when you're navigating hills and steep cliffs.



Fun Factor

4.0 The puzzles and deliberate pacing are excellent additions, but some may find the game too slow and plodding. In either case, Re-Loaded is worthy of its predecessor, delivering a good bang for your buck.



Graphics

4.0 The blood and carnage are colorful, the character cinematics superb, and the stages well-rendered with excellent light-source effects. However, the action gets choppy and slow when the screen is too full.

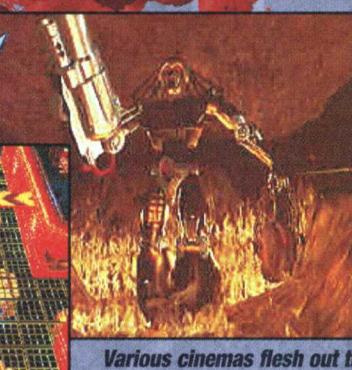


Sound

4.5 The wet slap of enemies biting the dust, death screams, and gun discharges are excellent. The music, varying from hard rock to mellow synthesizers, fits perfectly with each stage.



Cover Feature



Various cinemas flesh out the characters, especially the opener for Sister Magpie!

PROTIP: In the Foundry stage, tag the sprinkler system before walking over the giant vats of molten steel.

Warning: This is not the same *Loaded* your parents warned you about. Although *Re-Loaded* retains the bloody elements of its predecessor, this time the focus is on strategy and puzzle solving... and the difficulty has been pumped up a notch!

A Kinder, Gentler Loaded?

You'll notice the differences with *Re-Loaded* immediately, especially with the enemies who do a lot more damage. Their power forces you to move slowly

and proceed carefully through the stages, making the gameplay different from the reckless run-and-gun forays of the first game. There are even stages where the objective is to save people! Although a few stages rely solely on run-and-gun skills, they're few and far between.

This sequel takes place right after *Loaded*, with you in hot pursuit of FUB's buddy, Cheb (a sick galactic wannabe ruler who framed you). The game takes you from the tropics to city streets, and even to a monastery where monks throw grenades, pack some righteous firepower, and beat you to a bloody pulp in seconds with sticks.



PROTIP: In the Das Boot stage, shoot the giant crates from a distance; there are giant tanks inside that will give chase and crush you under their treads!



PROTIP: In the Oasis stage, beware of the guys in the hats; they can still roll boulders, even if they are not on a cliff above you.



PROTIP: In the Barracks stage, when you enter the compound, head to the left. There is a truck at the end of the walkway that reveals a first aid kit when you destroy it.



PROTIP: In the Monastery stage, lure the monks in white robes near the tall crystals. Their sonic blasters are the only weapons that can smash the crystals.



The Good, the Bad, and the Real Bad

Four returning characters (Cap 'N Hands, Bounca, Mamma, and Butch) and two newcomers (The Consumer and Sister Magpie) compose the dirty half-dozen of playable psychos, who each have varying strengths and weaknesses. Of the two new characters, Magpie is the

best—she packs excellent fire-power and moves quickly.

At the end, the game goes overboard and gets too disgusting. Your final mission is to destroy a giant mutated Cheb, who is strapped to a table. You travel across his body, shooting his eyes, nose, teeth...and other parts of his anatomy. This stage is definitely not for the faint-hearted.

Not Just a Re-Hash

Loaded fans will definitely want to take a look at Re-Loaded. It adds enough new and diverse elements to rise above the "more of the same" stigma, yet manages to keep the core aspects that made the original game so much fun. Time to re-load and go back for more! **G**



PROTIP: In the Town stage, shoot the wooden structures next to the buildings. They'll explode and reveal elevators that go to the rooftops.

What's New?

New Characters



Both games have six characters. However, Re-Loaded has a hidden character, Fwank.

Interactive Elements



Re-Loaded has interactive elements like rocks and switches.

Lighten Up!



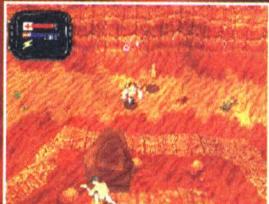
Several stages are set outdoors in daylight.

New Map



The map feature has been enhanced. It shades out areas already visited to keep you from traveling in circles.

Multi-Tiered Levels



Enemies assault you from above. In the Barracks stage, sentry guns fire down from high embankments, and in the Oasis stage, enemies roll boulders.

Lomax & Evil Ed take Good vs Evil to a whole new level.

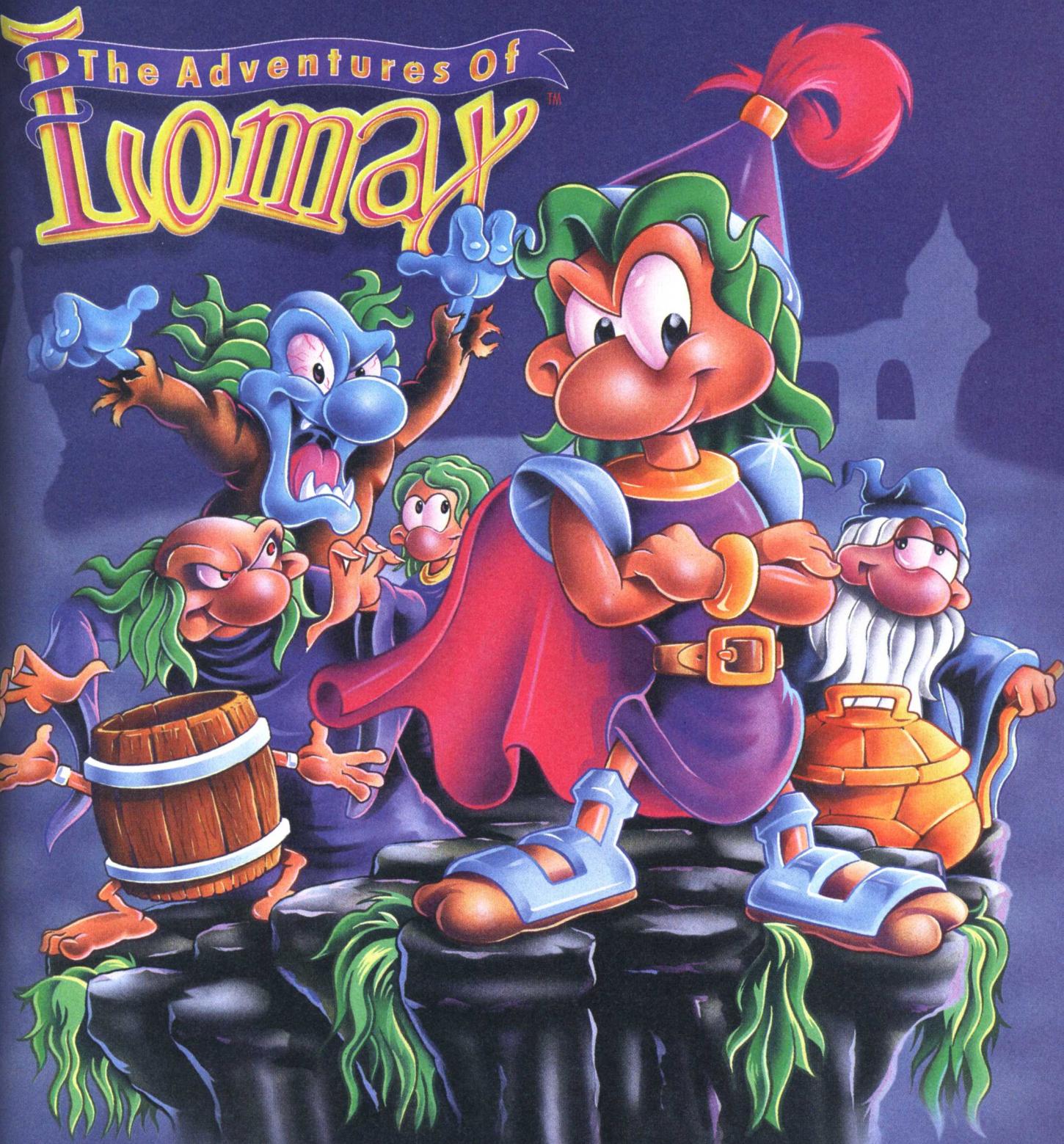
44 of them to be precise.

If you want to fight evil, then you'd better be ready to go the distance. The mischievous Lomax is in way over his head. But only he has the power to conquer Evil Ed and break the diabolical hex that has been placed on his friends.

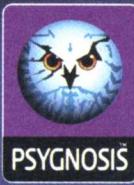
Zoom in & out of detailed landscapes up to 10 layers deep. Use amazing flame-thrower helmets, helicopter helmets and many more, to vanquish evil.

But look out. The Adventures of Lomax can be habit forming, and that's something even you may not be strong enough to fight.

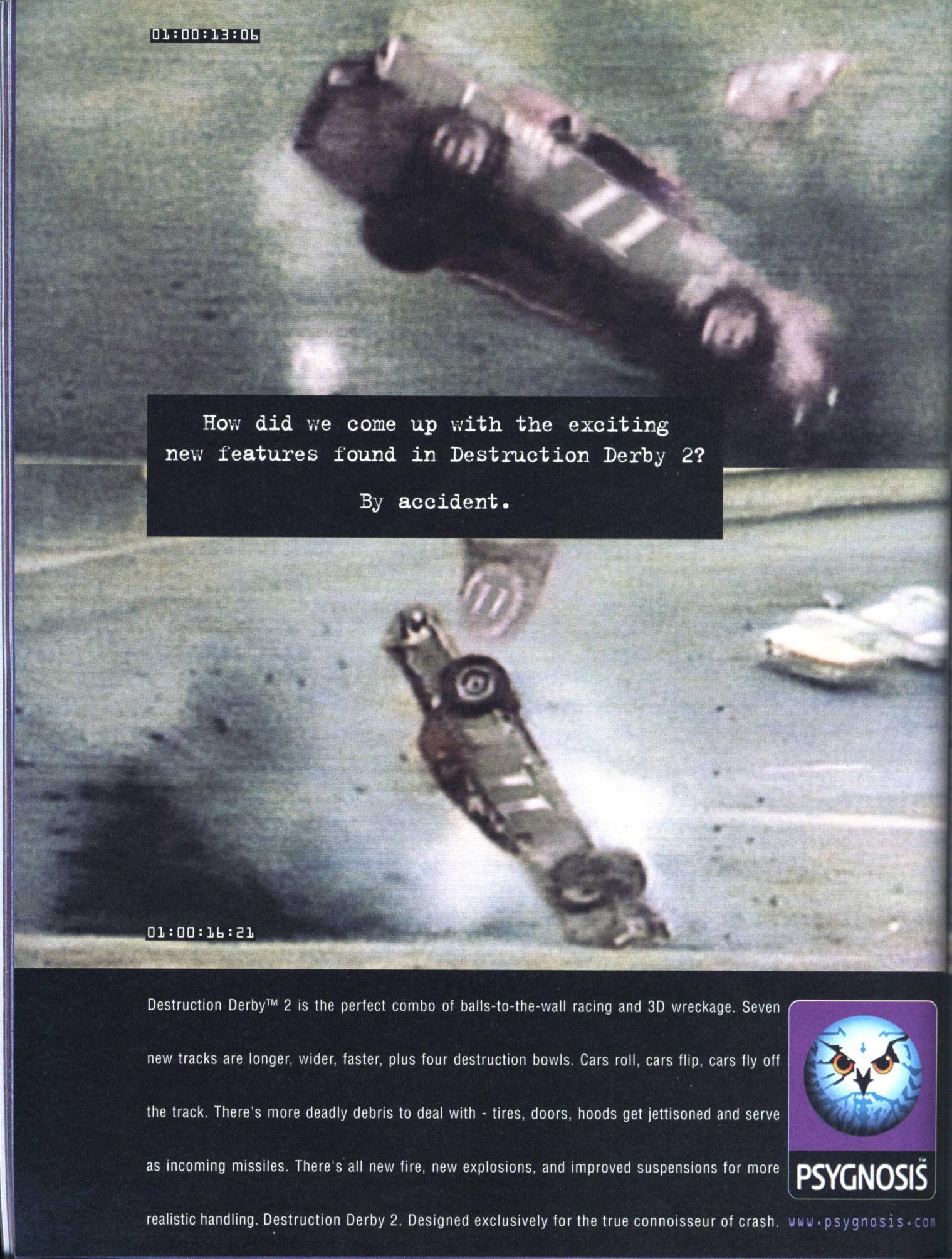




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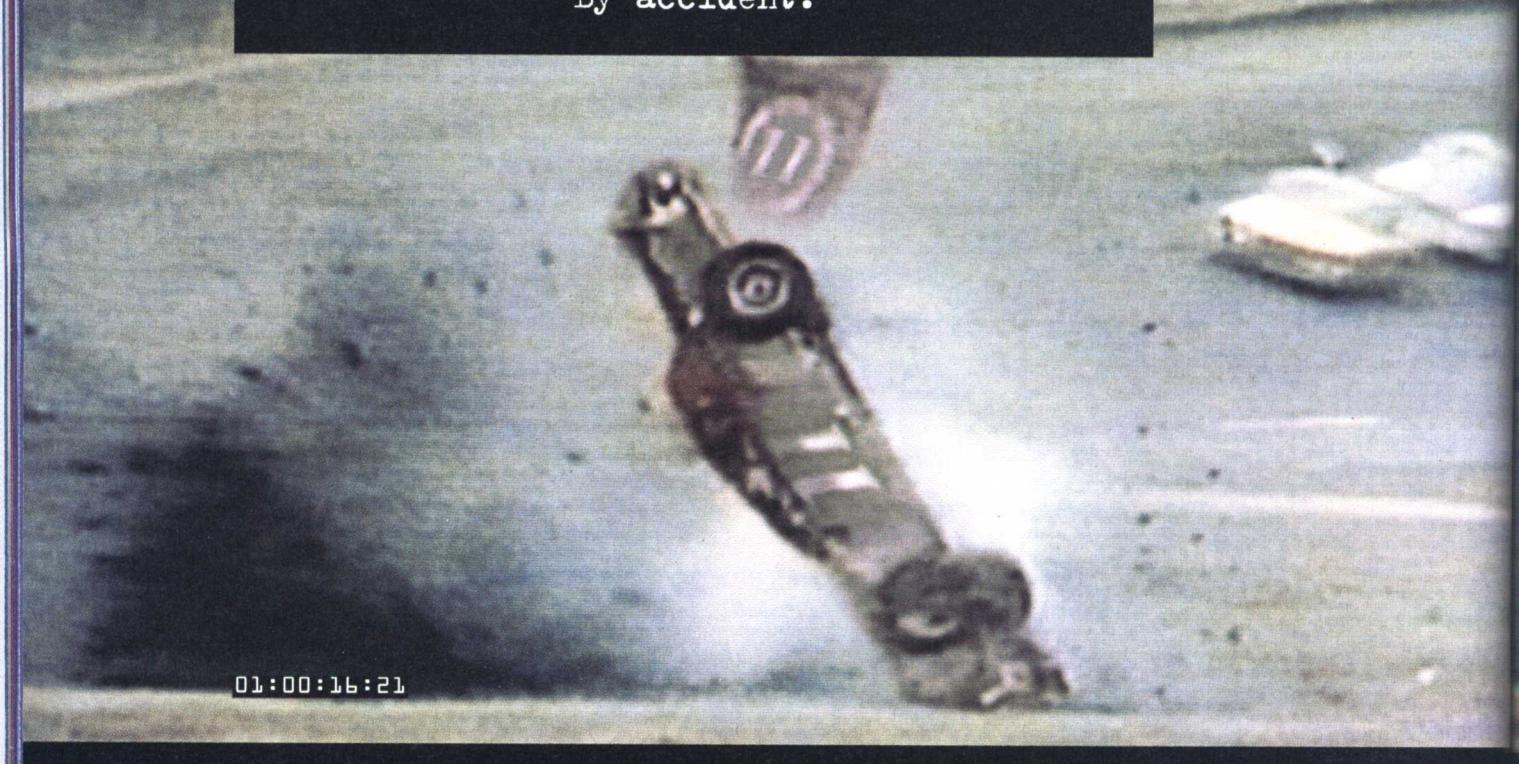
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How did we come up with the exciting
new features found in Destruction Derby 2?

By accident.

01:00:16:21



Destruction Derby™ 2 is the perfect combo of balls-to-the-wall racing and 3D wreckage. Seven new tracks are longer, wider, faster, plus four destruction bowls. Cars roll, cars flip, cars fly off the track. There's more deadly debris to deal with - tires, doors, hoods get jettisoned and serve as incoming missiles. There's all new fire, new explosions, and improved suspensions for more

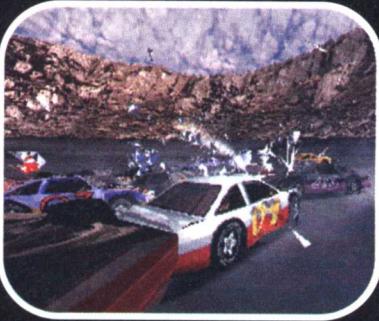


realistic handling. Destruction Derby 2. Designed exclusively for the true connoisseur of crash. www.psugnosis.com

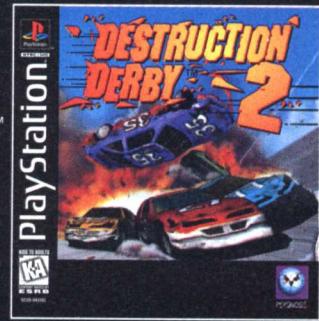
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01:00:18:03



KIDS TO ADULTS
CONTENT RATED BY
ESRB



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COMBO

PLAYSTATION

PRO REVIEW



WWF: In Your House
(By Acclaim)

By Johnny Ballgame

Challenge
adj
Level

Price not
available

Wrestling

Available
now

4 players
10 wrestlers
¾-above-the-ring

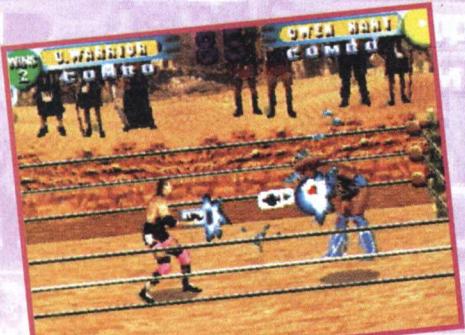
KIDS TO ADULTS
KA
AGES 6+

Replay?
MED

The WWF series tumbles off the top rope with WWF: In Your House, a title full of promise and potential that ultimately gets pinned in its quest for the championship.

In Your House offers a fistful of features, including 10 of the fiercest World Wrestling Federation superstars from Shawn Michaels to Vader, each with a unique background. You can wrestle a complete WWF season, or go straight for the gold of the World or Intercontinental title belt. The most mat-tastic new option is the four-player free-for-all, where players rumble in a last-man-standing-wins grudge match. Disappointingly, some features that were once promised by Acclaim, like the inclusion of super-model/manager Sunny and the ghost of Andre the Giant, are not in the game.

The action is fast and furious, but it usually takes only 20 seconds to defeat an opponent, with moves looking more like Mortal Kombat than the WWF. Some maneuvers appear sloppily animated and unpolished, especially when compared to the dynamically detailed holds performed in Activision's Power Move Pro Wrestling (see ProReview this issue). WWF fans will flock to this house, but most gamers will room with Power Move.



PROTIP: Owen Hart's card shuffle is performed by tapping ↓, →, Kick.

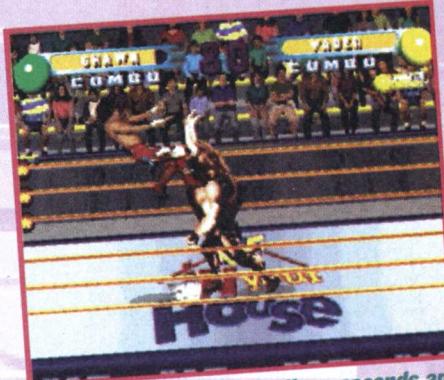


PROTIP: Charge Super Punch for three seconds and release to do Bret Hart's Crucifixion.

WWF: In Your House



PROTIP: Charge Punch for three seconds and release for Goldust to throw gold dust into the eyes of his opponent.



PROTIP: Charge Punch for three seconds and release to turn Vader into a bison.



PROTIP: Power Slam opponents as the British Bulldog by tapping →, →, Super Kick.



PROTIP: Ahmed Johnson's Pearl River Plunge is performed by tapping ←, ←, Super Kick.



PROTIP: Tap ↓, →, Punch to do the Undertaker's Sliding Choke Grab.



Fun Factor

WWF fanatics who don't mind strikingly short matches should step into this ring. Everyone else would be better off renting before buying.



Sound

Mr. Perfect and Vince McMahon provide color commentary that is funny at times, but far too repetitive.



Graphics

The wrestlers look life-like but they're too small. Moreover, their moves lack the detail and impact of Power Move Pro Wrestling.



Control

Moves are easy to perform, but there's little skill involved in winning matches beyond rapidly pounding the punch and kick buttons.

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FORMULA 1

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FIA
WORLD
CUP



Mortal Kombat Trilogy

(By Midway)

By Major Mike



Price not available
Available now

Fighting
2 players



Fun Factor

For MK fans, this is the game to get. It's all the MK you could ever want and more.



Graphics

4.5

The game looks almost identical to the arcade game, with all the stages and carnage intact. However, some of the fatalities have been altered, like Baraka's Blade Impale where the victim doesn't squirm.



Control

4.5

While lightning fingers are required to execute the standing button-tap combos, the controls are very responsive.



Sound

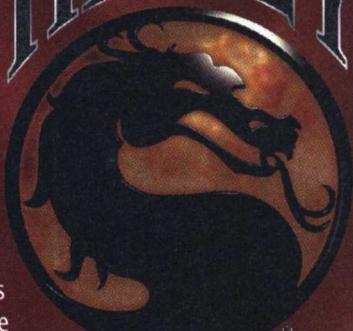
3.0

All the music selections sound like a 45 record played at 33 RPM. However, all the grunts, groans, and other fighting sounds are intact, though the announcer's voice tends to blank out at times.



PROTIP: Press Select on the following characters at the fighter-select menu: Rayden, Kano, Jax, and Kung Lao. When you do, you can play them as they appeared in previous MK entries.

MORTAL KOMBAT TRILOGY



Mortal Kombat Trilogy for the PlayStation has it all: the characters, the special and finishing moves, and more from the arcade game. While the new added features (such as playable bosses) are attractive, they aren't what makes this a great game. The key here is solid one-on-one gameplay.

Trilogy has excellent, responsive controls for intense head-to-head gameplay, especially when you compete in a tag-team, two-on-two mode. By contrast, the one-player modes are weak; the computer plays too defensively, or schools you in a matter of seconds.

While one of the best features is having an MK lineup of at least 37 Kombatants, the biggest disappointments are the playable boss characters—Goro, Motaro, Shao Kahn, and Kintaro. They have no fatalities, very limited special moves and combos, and their blows inflict massive damage, making it easy to defeat opponents. It would have been nice if they were more in line with the other fighters. Non-boss additions, like Noob Saibot and Rain, however, are excellent fighters and welcome additions to the MK family.

In short, this is the best MK yet, if not for the great gameplay, then for the huge number of fighters. Even with its flaws, MK Trilogy is a must for any fighting gamer's library. **G**

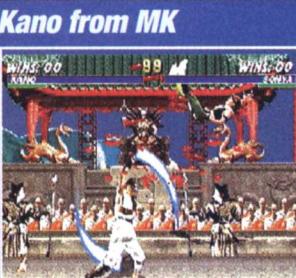


PROTIP: A move that was in the early test versions of MKII is now in Trilogy. To do Baraka's Spinning Blade Attack, motion $\downarrow \downarrow \downarrow$ and press Block.



PROTIP: When fighting as Shang Tsung with the limited morph (for no load times) against a ninja character, you can morph into other ninja characters without selecting them.

Old Fighters, New Moves



PROTIP: Kano now has a Windmill Blade Spin! To do the move, tap $\leftarrow, \rightarrow, \uparrow, \downarrow$, and press High Punch.

Kung Lao from MKII



PROTIP: Kung Lao as he appeared in MKII. Tap $\leftarrow, \rightarrow, \uparrow, \downarrow$, and he will execute a "superman" move similar to Rayden's.



PROTIP: Rayden now has a tricky Reverse Lightning Blast. To do the move, motion $\downarrow \downarrow \leftarrow \rightarrow$ and press LP.

THE GAME IS NOT OVER
GAME RECYCLERSSM
TRADE IN - TRADE UPSM

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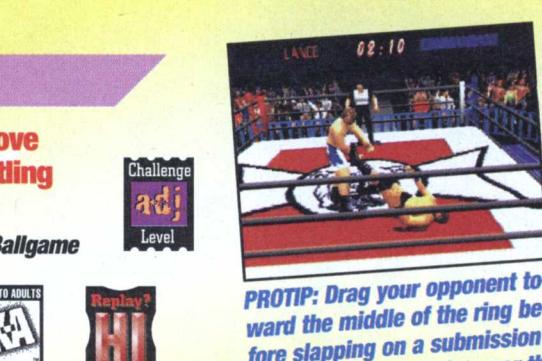
Power Move Pro Wrestling (By Activision)

By Johnny Ballgame

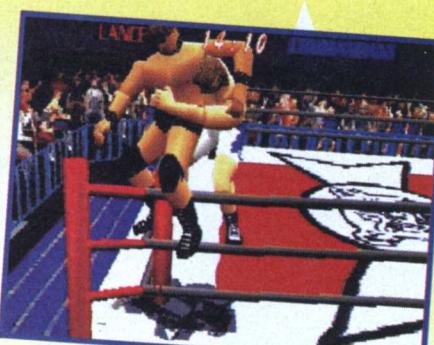
PRO REVIEW

Price not available now

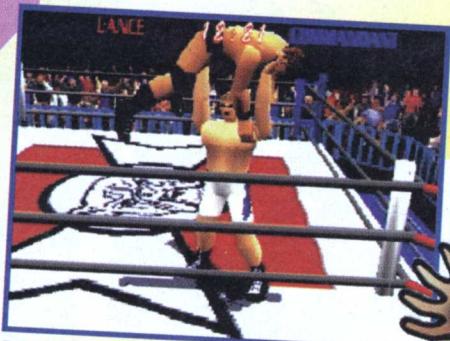
Wrestling
2 players



PROTIP: Drag your opponent toward the middle of the ring before slapping on a submission hold, because if you're near the ropes, the ref will make you break the hold.



PROTIP: If your opponent is wobbly and near a turnbuckle, push him into the corner and hoist him onto the ropes for a Superplex.



PROTIP: After knocking your opponent down in the later stages of a match, pick him up by the hair to make him dizzy, then use moves like the Press Slam to soften him up for the pin.

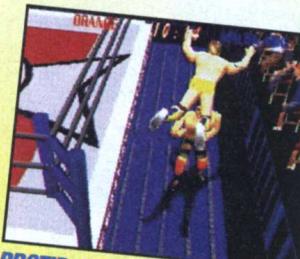


PROTIP: When the match is at its earliest stage, knock your opponent down and use submission holds to soften him up for later.

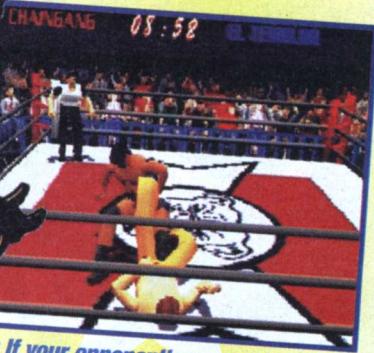
POWER MOVE PRO WRESTLING



Area 51? So this is what Sting would look like with blue hair.



PROTIP: High-risk maneuvers are great when they work, but when they don't they can cost you the match.



PROTIP: If your opponent's name is flashing, he's pumped up from the crowd and will most likely reverse your move if you pull him up by the hair. Use a submission hold to calm down the crowd.



Graphics

4.5 Wrestlers writhe in pain and pound the mat when they're in submission holds. Everything from tattoos to blood is visible on their bodies.



Sound

3.5 The sound starts out well enough, with the ring announcer making hilarious comments about each wrestler, but the music is worse than the Honky Tonk Man's album.



Control

5.0 Brain-busting control enables you to easily perform every move imaginable, from Scorpion Death Locks to Rude Awakenings.



Fun Factor

4.5 With more moves than you'll find in Stu Hart's dungeon and wrestlers more vicious than the New World Order, PMPW proves that a wrestling game without real wrestlers can still come out victorious.

Power Move Pro Wrestling "styles and profiles" with the most devastating and authentic array of wrestling holds ever seen in the video game squared circle. This wrestling simulation features 12 fictitious wrestlers and 3 hidden fighters (including the ring announcer and the referee) methodically stalking opponents around the ring and using real holds in real wrestling time.

Powerful Pro has every move from the Surfboard and Figure-Four Leg Lock to the Camel Clutch and Full-Nelson Suplex. One wrestler spits green mist into his opponent's face, and if you pound a grappler's head into the turnbuckle, his forehead will bleed. The only things missing from this game are power meters to show each wrestler's strength, a license from the WWF or WCW, and some type of tag team or battle royal matches. Even with these omissions, Power Move Pro Wrestling still has enough game-play stamina to win the championship. **G**



**CONTENT RATED BY
ESRB**

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"THB WILL DELIGHT
GEAR-HEADS AND
RACING FANS ALIKE"
-GAME INFORMER



Destruction Derby 2

(By Psygnosis)

By Johnny Ballgame

Price not available
Available November
Racing

1 player
7 tracks
Multiple views

Challenge
adj.
Level

Replay²
HI

KIDS TO ADULTS
AGES 8+

Gentlemen, start your engines, and get ready for the most metal-twisting, piston-pulverizing, chaotic carnage you've seen this side of Scary Larry on the freeway. The original Destruction Derby looks like a mere hubcap compared to the gold-rimmed gameplay and trunkful of new features of Destruction Derby 2. This high-performance sequel includes two racing circuits and seven tracks that are eight times longer than its predecessor, along with new jump ramps, pits, hills, and tunnels.

If the heart-pounding racing doesn't fill your tank with enough adrenaline, you can always test your driving skill (and stomach) in the infamous Destruction Derby arena, where you attempt to survive for as long as possible as 19 opponents try to pound your automobile into shredded steel. Definitely not for the faint of heart or Sunday drivers, Destruction Derby 2 takes high speed hit-and-run collisions to the next level of gaming and good times. **G**



Graphics

4.5
You race along nicely rendered tracks lined with missing hoods, burning cars, and rolling tires. The light sourcing in the background is amazing, but there's too much breakup in the road.

Challenge
adj.
Level

Replay²
HI

KIDS TO ADULTS
AGES 8+

PROTIP: Stay away from the edge in Death Bowl, or the race will be over in a matter of seconds.



PROTIP: In Chalk Canyon, the key to the race is landing the first jump, and not falling into the pit.



Sound

4.0
A hard-rockin' sound-track fuels this racer, but the lively announcer starts to grate on your nerves after a couple of laps.



Control

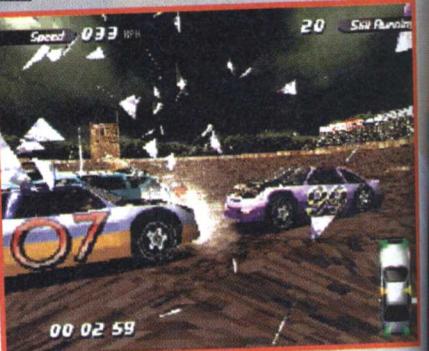
4.0
Although it adds to the realism of the race, steering your vehicle becomes more difficult with every crash. New pit stops enable you to repair your car before it's too late.



Road kill!!



PROTIP: Use the brake wisely when you feel like you're losing control, or you might spin yourself right out of the race.



PROTIP: Sometimes it's better to start the Destruction Derby bowls in reverse than to simply plow into every car head-on.



PROTIP: In Wreck'n racing you get points for knocking opponents out of the race, and not just for your lap time.

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to the top...check it
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\$59.99
Available now
Platform adventure

Pandemonium
(By Crystal Dynamics)

By Air Hendrix



PROTIP: When jumping into obscured territory as Fargus, always do the spin move before you land to take out any unseen foes.



PROTIP: At the beginning of Level 1, jump and knock down this statue to unveil a handy Freeze Ray power-up.



PROTIP: Nikki's double jump is far more useful than Fargus's spin move, which makes her the best choice for progressing through the levels.



PROTIP: The first boss goes down quick—just dodge the obstacles until you can launch three fireballs at him.



PROTIP: In Levels 5 and 6, kill these mushroom-cap shooters right away, or they'll zap you in the back.



PROTIP: Pass these leaping spikes in Level 4 by jumping up, then quickly running under them while they're in the air.



4.5

Graphics

The gorgeous, multilayered levels and constantly changing perspective create an awesome 3D feel that will leave you reeling with vertigo. The polygonal characters move smoothly; however, they lack detail.



4.0

Control

Pandemonium's simple jump and attack moves demand little of the controls, and they generally respond without a hitch. Nikki's double jump can be just a tad finicky to pull off, though.

Pandemonium!



Hot on the heels of Crash Bandicoot, Pandemonium's the latest PlayStation adventure to take a stab at 3D action. The formulaic gameplay doesn't offer any innovation, but the breathtaking graphics and perspectives will grab your attention.

The story begins as two wizards-in-training, Fargus and Nikki, set out to undo an evil spell. Before each level, you choose to play as either character—both have unique abilities but acquire the same weapon power-ups. Despite the spectacular 3D levels, you're locked onto rails, so you only control movement to the left or right on predetermined paths. Killer camera angles fashion an alluring "faux 3D," but you're still mainly running to one side while collecting power-ups and gems, jumping on enemies' heads, and uncovering hidden areas.



Sound

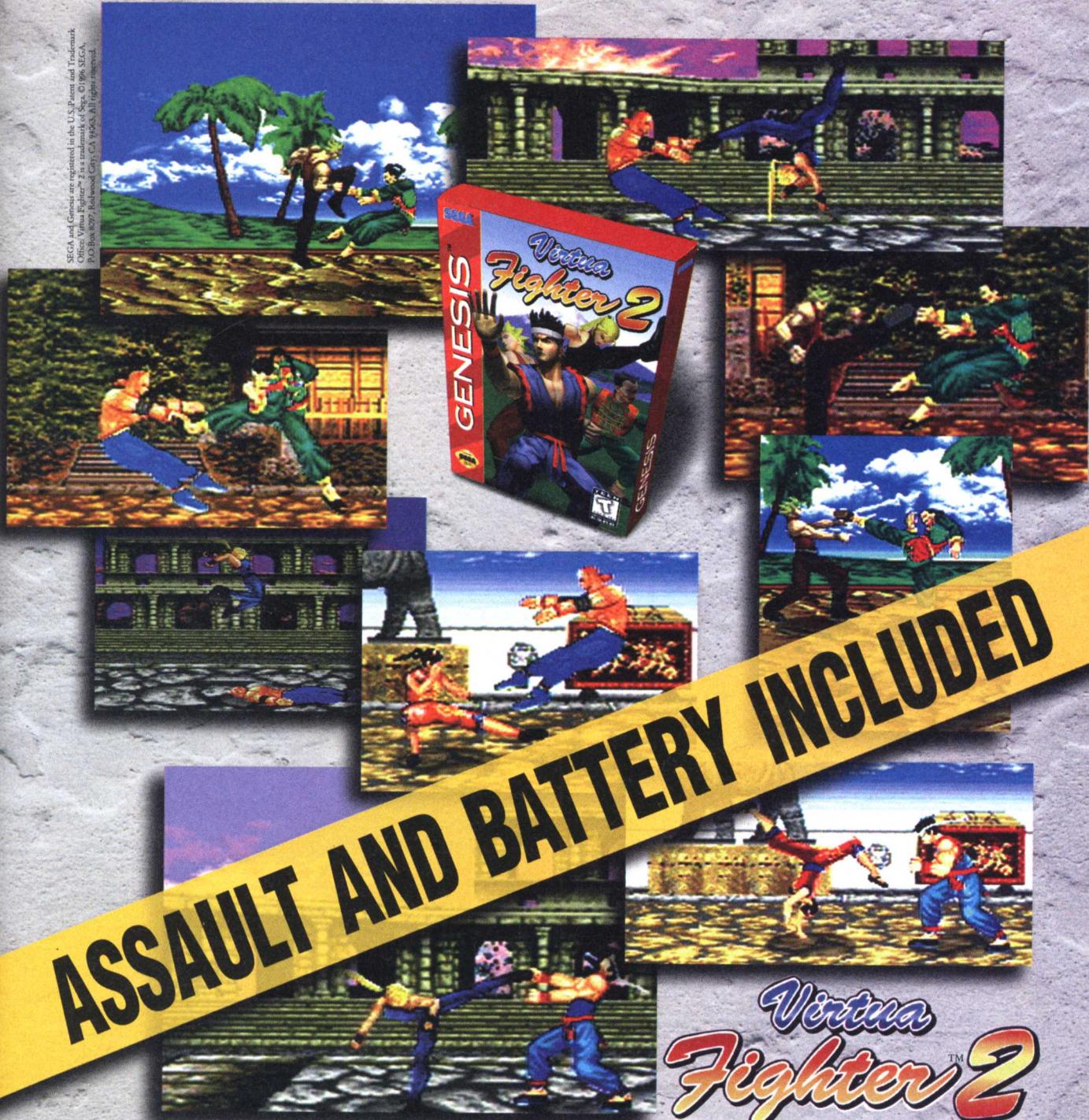
Although lighthearted music sets the right mood for each level, the sound overflows with cheesy effects. An obnoxious "boing" accompanies each jump, and the enemies' excessively cute grunts will make you cringe.



Fun Factor

Pandemonium's gameplay falls squarely in the realm of tried-and-true hop-n-bop action, though the dazzling visuals and camera angles certainly jack up the fun. Definitely rent to determine if this mixture holds your interest.

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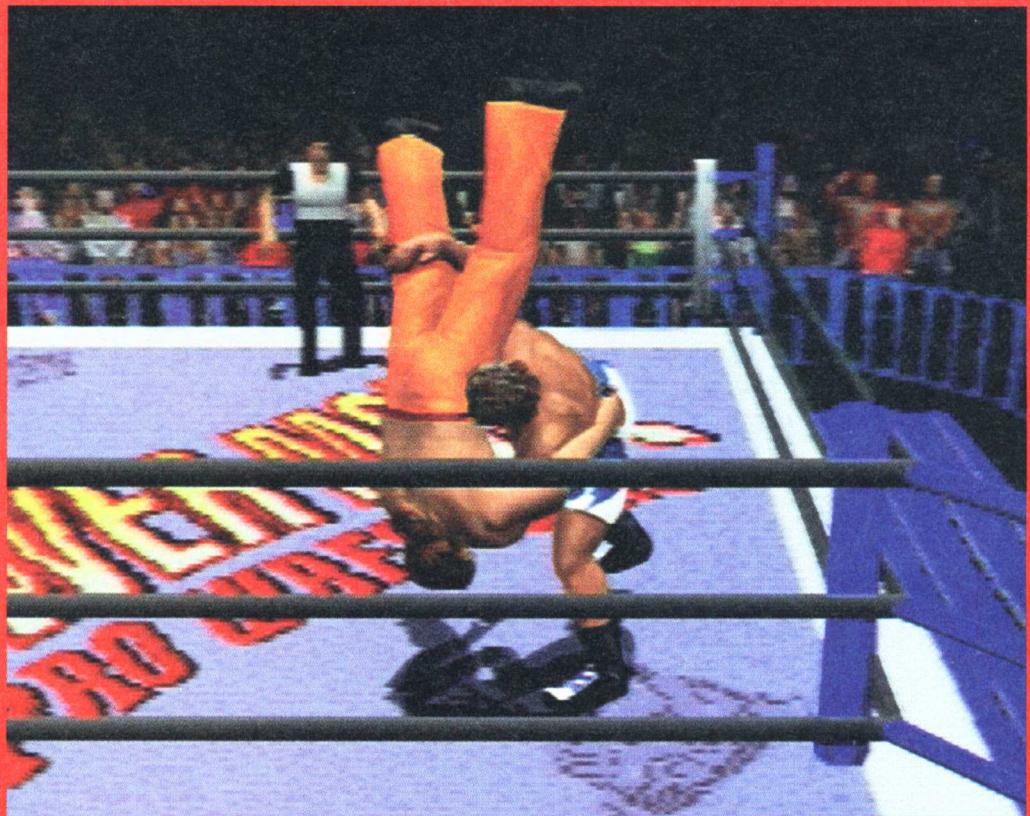


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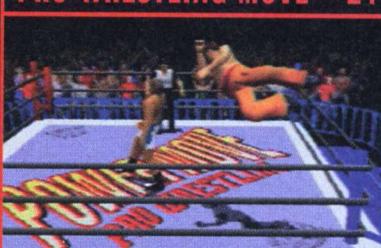
THE DRAGON SUPLEX

PRO-WRESTLING MOVE NO. 31



THE TURN-BUCKLE FACE PLANT

PRO-WRESTLING MOVE NO. 24



THE FLYING ELBOW DROP

PRO-WRESTLING MOVE NO. 49



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THE OUT-OF-RING BACKBREAKER

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Twisted Metal 2
(By Sony Computer Entertainment)

By Major Mike



Price not available
Driving shooter
Available now

2 players



One of the entries in this year's Twisted Metal field—say hello to Simon Whittlebone and his modified front loader!



Minion, the hidden boss from Twisted Metal, returns—and he's meaner than ever!

TWISTED METAL

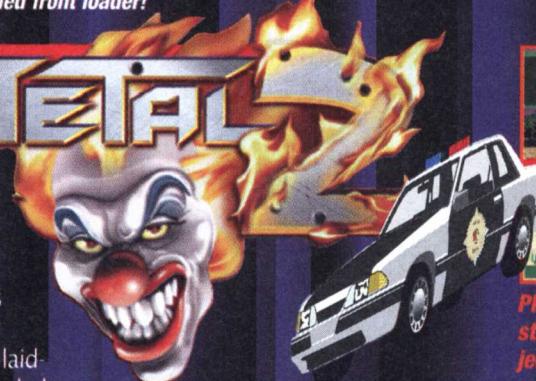
Twisted Metal 2 doesn't have the most original premise or the greatest graphics a next-gen system can offer. However, it looks and plays better than its predecessor, with intense, blistering jump-and-bump vehicle combat that makes it a top action title.

With 12 twisted drivers, ranging from a psychotic laid-off architect to a 105-year-old combat veteran, and a plethora of weapons to acquire, contestants smash and blast opponents into oblivion, with hopes of being the last car standing when the smoke clears. The game takes place on a global scale, with eight tough combat zones from Paris to Antarctica. You won't have time to enjoy the sights, though—tenacious enemies blast you at every turn.

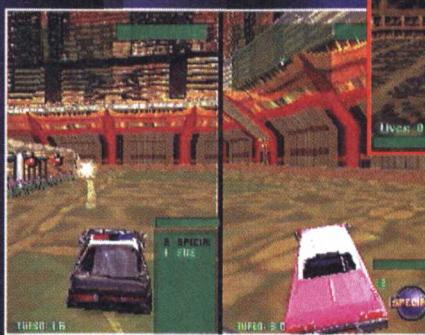
Graphics are TM2's weakest element. City structures are bland and featureless, there's pixelization galore, and severe breakup occurs when you get close to walls.

However, intense gameplay is what saves, and makes, the game—especially in the two-player head-to-head mode. The controls are responsive and the action is fast and furious, with huge explosions, screaming audio, and formidable zones.

Forget a test drive—Twisted Metal 2 is one game to drive home right off the lot. If you've played the first Twisted Metal and wanted a little more bang for your buck, then this is the game for you. **G**



PROTIP: Shoot any haystacks, statues, or other solitary objects; there are usually power-ups or weapons inside.



One of the best features of the two-player mode is the ability to switch the split-screen view from horizontal to vertical on the fly.



PROTIP: To destroy the Eiffel Tower in Zone 3, plant a detonator at the top of the tower and set it off. The tower will fall, making a ramp to the roof nearby.



PROTIP: When fighting multiple opponents in the wide-open "Field of Screams" zone, don't focus on taking out each opponent individually. The other vehicles will home in and smash you into a trash heap.



PROTIP: In Zone 6, beware when clouds form at the edges of the ice floes; that's a warning the section is about to fall into the icy waters.



Fun Factor

5.0 The one-player modes are plenty enthralling, but the two-player, split-screen head-to-head action is where the game really shines, providing hours of thumb-blistering, fender-bender action.



Control

4.5 Steering and maneuverability differ depending on which vehicle you select. Overall, the cars have tight and responsive controls, but do take a little time to master.



Sound

4.5 Harsh, head-banging rock tunes highlight the audio and work perfectly with the crash-and-bash action. Screams (mostly from unfortunate pedestrians), gunshots, explosions, and other sounds of mayhem are all equally effective.

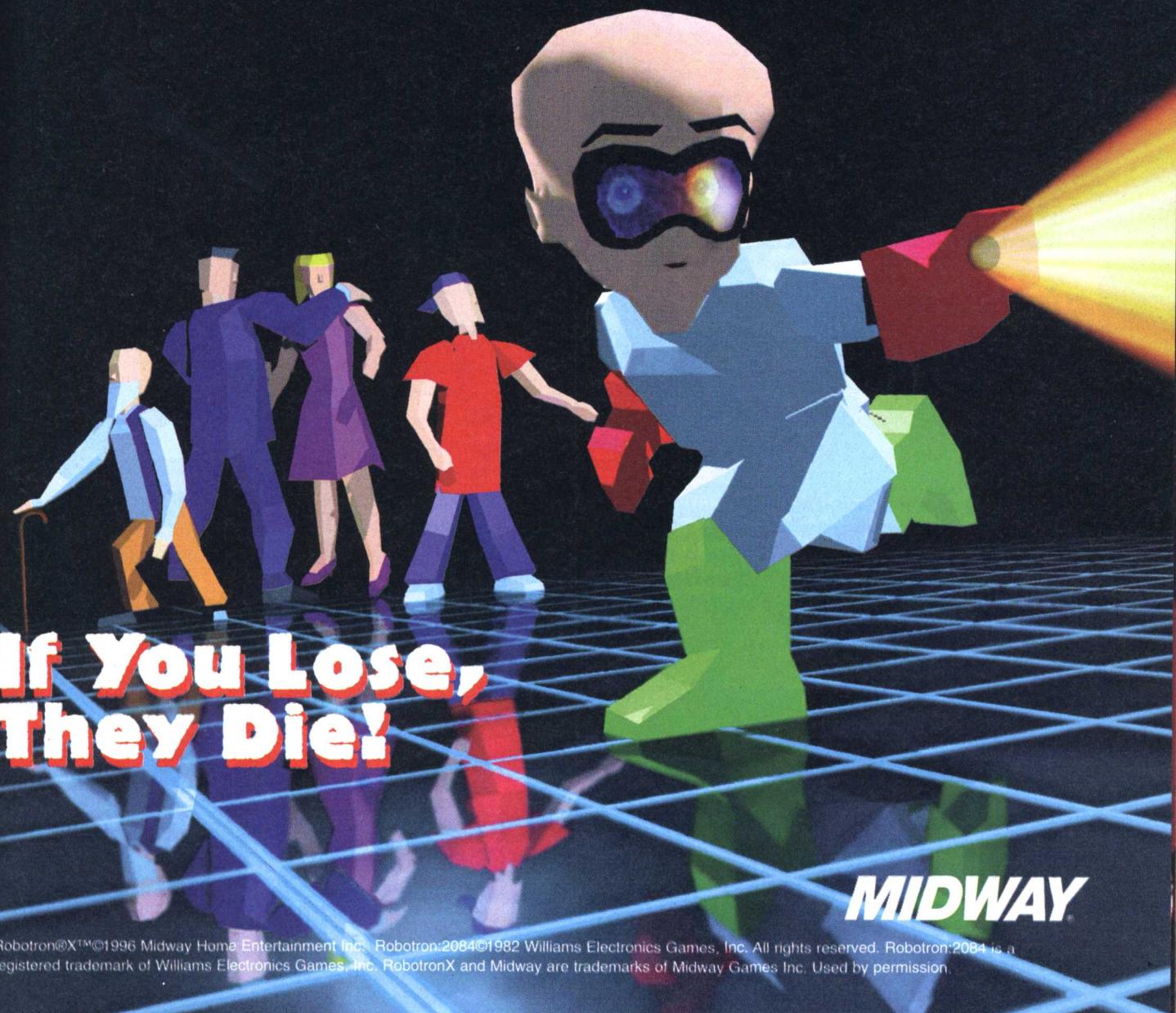


Graphics

3.5 The cars look great, as do the eye-filling, colorful explosions. The multiple dashboard configurations are also a real plus. However, the flat, featureless cities and surroundings look like they're made of cardboard.

ROBOTRON X

TM



If You Lose,
They Die!

MIDWAY

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PLAYSTATION

PRO REVIEW



Soviet Strike

(By Electronic Arts)

By Comrade Larry

\$59.95

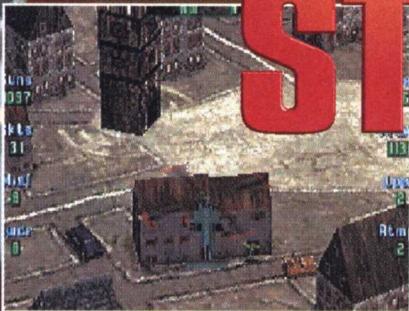
Available now

Action

1 player

5 missions

Overhead view



PROTIP: When rescuing POWs or locals, leave a few behind (but destroy all threats like gun turrets and tanks).

You can return for 'em later and boost your armor when you drop them off at the landing zone.



PROTIP: In the snow levels, always shoot the hovercraft on the ice. If they return to base, they'll call out reinforcements.



PROTIP: Always check transmissions as they come in. The person transmitting is usually in dire need of your help, and to refuse may mean the end of the mission.



PROTIP: In the Dracula level, watch out for radioactive waste. When you hear the Geiger counter go off, you're draining your armor.

Small details, like the gravediggers in Transylvania, really enhance the game!



PROTIP: Always check your map. In some levels, like the Crimean and Caspian missions, both friendlies and enemies are very well camouflaged.



PROTIP: Try not to pick up weapons, armor, or fuel until you really need them. Don't wait too long, though, because eventually the enemy will send out raiding parties to destroy the fuel and ammo dumps.

Get ready, Strike fans! The original chart-topper chopper is back. Veteran heli-hackers will love this version—although first-timers may wonder what all the hubbub is about.

The game follows the same outline as the 16-bit versions. You're a pilot in the Strike Force—a new-age paramilitary group that stops wars before they happen. This time the hot spot is the former Soviet Union, and you command missions, from rescuing POWs to destroying radar installations behind enemy lines.

Part of the charm of this upgrade is the hip new attitude—the cut scenes are like Desert Storm as seen on MTV. There's also vicious humor

in the voice-overs: Some soldiers scream "Nyah, nyah, you missed...Oof!" as they're shot.

The graphics have also been remodeled. The chopper and the enemies look great, and the non-repeating terrain was created from aerial flyby photos of actual locations. Also, there's nice detail in the backgrounds.

Strike fans will have to get this game; fans of the faster-paced Black Dawn and Warhawk may find the strategy-heavy gameplay slow. Still, give Soviet Strike a spin—you may find yourself hovering for hours. **G**



Sound

5.0 Funny exclamations and good shooting effects enhance the game. Shooting down soldiers was never this side-splitting (and never should be).



Control

4.5 Your craft handles well, but rookies will need to practice a while before they'll be able to consistently target the smaller enemies.



Graphics

4.0 Strike is resplendent with gorgeous rendered backgrounds and small but detailed graphics. The explosions are satisfying eye-candy, as are the burnt-out buildings.



Fun Factor

4.5 While not as fast-paced or aggressive as other chopper games, Strike's still a load of fun. Whirl this one into your PlayStation and you won't regret it.

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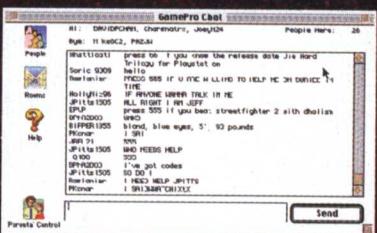
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PROTIP: In rooms with spikes, just stand near the room switch and wait for opponents to move near the spikes—then turn them right into the trap.



Fun Factor

5.0 Although the game is difficult and devious for one player, the fun really heats up in the multiplayer mode. You can blow opponents up, throw them into fans, or make them land on spikes. Ah, joy....



Sound

4.0 The best sound is the exploding player screaming in agony—you really feel it when you're eliminated. Other sounds suffice, but don't excite.

What do you get when you mix explosive action with over 15 dangerous levels? You get Blast Chamber—this generation's answer to Bomberman.

In Blast Chamber, you



PROTIP: If a player is heading toward your goal, turn the room and make them fall so they'll drop the crystal.

BLAST CHAMBER



PROTIP: Thoroughly check the rooms for alternate switches that turn on fans, move spikes, and activate doors.



PROTIP: Smoke onscreen means a player has ten seconds left before they expire. Keep that player from their goal.

Blast Chamber
(By Activision)

Price not available

Available now

Action

4 players

Side view



KIDS TO ADULTS
KA
AGES 6+

Challenge
adj
Level

Replay?
HI

PRO REVIEW

Contra: Legacy of War
(By Konami)

By Major Mike

Price not available

Available now

2 players

7 levels

¾-overhead view

Challenge
adv
Level

TEEN
T
AGES 13+

Replay?
MED



PROTIP: In Stage 3, when the river serpent drops its brood on your raft, stand by an edge. When the little worms crawl toward you, jump and they'll fall off the raft into the water.

CONTRA: Legacy of War



PROTIP: In Stage 2, you can play classic arcade games in one of the huts at the top of the screen.

PROTIP: Tasha and Ray are the best characters—they have the strongest homing lasers and guided missiles.

Contra: Legacy of War has some innovative elements, but they never really come together in this action shoot-em-up.

Using a ¾-overhead view, Legacy has some cool-looking stages and four characters to choose from, each with different weapons and characteristics. However, the game may

be too hard even for genre veterans, with its swarming enemies at every turn and huge bosses (including giant turtles and junk creatures). Another problem is the controls—they occasionally produce imprecise jumps.

Legacy is a solid action title, but its flaws keep it from being a real contender.

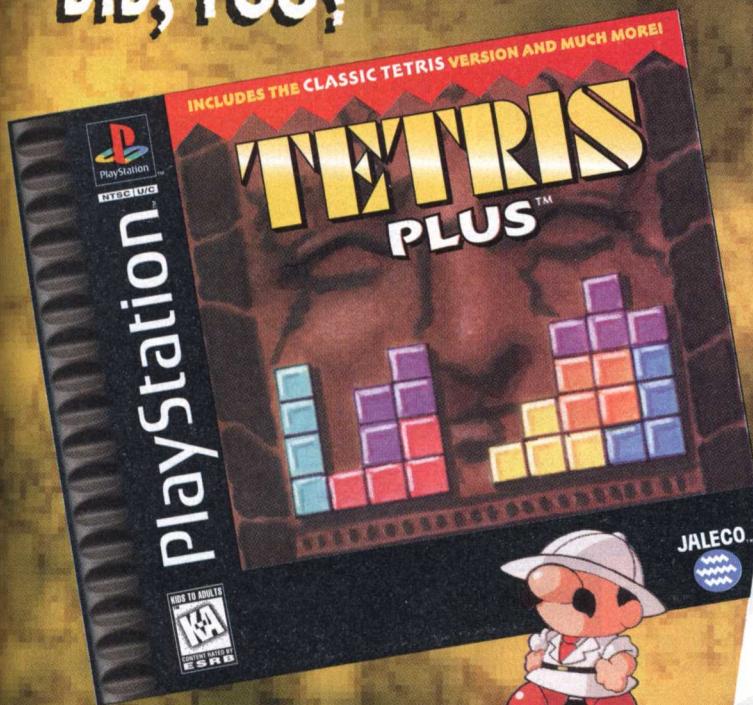
Graphics
4.0 Colorful rendered surroundings are the highlights, but the characters look awkward—especially while they're crouching on the ground. There are some excellent visual effects, such as a wavy ride down a river and a giant running scorpion.

Sound
4.0 The rapid-fire weaponry and explosions are marginal at best, brought down by wimpy death screams and muted gunfire. However, the pounding music goes well with the various war zones.

Fun Factor
3.5 Legacy has fast blasting action, the trademark of any Contra game. However, the steep difficulty and loose jumps reduce the overall enjoyment.

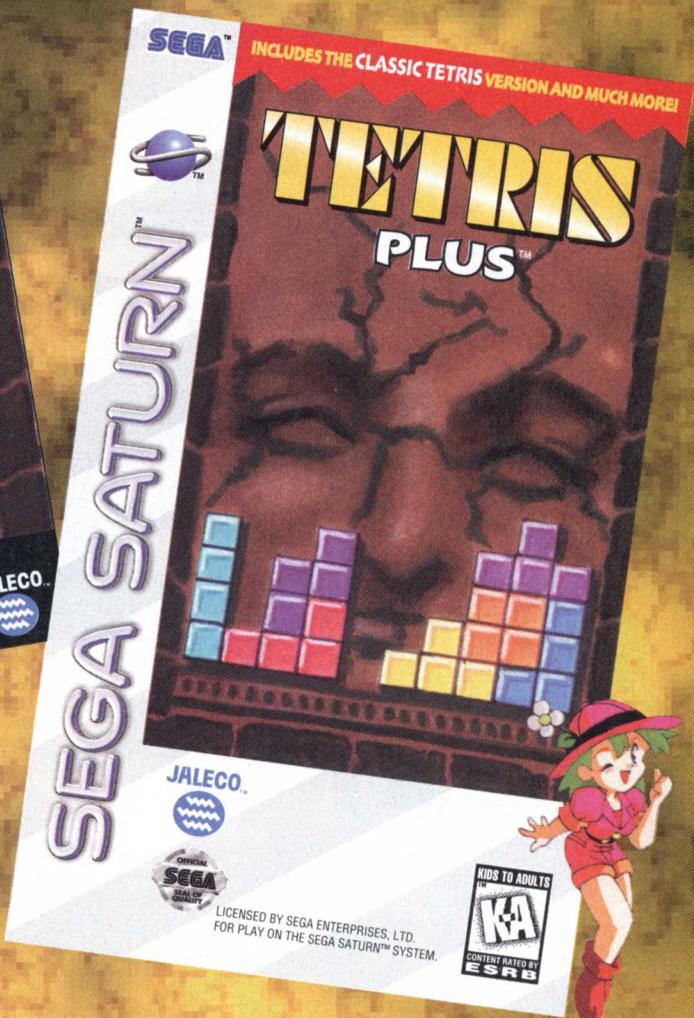
Control
3.5 The imprecise jumps are the game's most frustrating problem—one false step and you could take a hit. The game is also riddled with slowdown that throws off your timing.

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PROTIP: When using the magnetic grapple, keep your distance from the pole, or you'll get slammed into the wall.

Jet Moto's the kind of lousy game that'll make you shake your head in dismay—it could've been so cool. But this hover-bike racing game wipes out all over the pavement with finicky, mushy controls and painful gameplay.

Against a field of 19 competitors, you race a futuristic motorcycle that traverses streets, waterways, and ice fields. The courses sport all kinds of wild jumps and obstacles, but turbo boosters and a grappling hook improve your chances. A very intriguing premise, but you've been warned: The bikes' unmanageable handling and the absurdly unrealistic jumps and crashes spoil the fun. **G**



PROTIP: Save turbos for either safe straightaways or stretches with tough wave action.



PROTIP: If you're about to miss a jump, tilt back to catch your front on the other side.

Jet Moto



Sound

3.0 Although the menus are loaded with decent Pulp Fiction-esque surfer tunes, the in-game music never catches your ear. The sound effects fizz with cheesy screams and flat vehicle effects.



Graphics

3.0 The visuals sparkle with jazzy backgrounds, bikes, and riders, but they fail to deliver a realistic feel for the courses' 3D aspects, such as choppy waves or towering jumps.



Control

2.0 These bikes handle like they're mired in molasses—it's tough to get a feel for the floaty handling on turns and jumps. The magnetic grapple's a fresh, useful tool, though.



Fun Factor

2.5 Jet Moto's race dynamics—particularly how skilled the A.I. is and how poorly your bike responds to collisions and catching air—are so unfair and unrealistic that you'll stomp your controller to pieces. Steer clear.

PLAYSTATION

Jet Moto

(By Sony)



By Air Hendrix

Price not available

Available now

Hoverbike racing

2 players

10 tracks

20 bikes

3 views



PRO REVIEW

Epidemic

(By Sony Computer Entertainment)

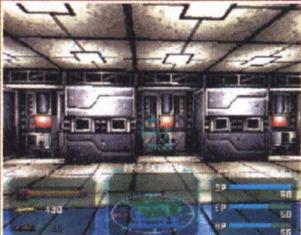
By Scary Larry

\$59.99

Available now

Corridor shooter

1 player



PROTIP: The three vidscreens change color when activated. Turn them all one color, and you can enter like-colored doors that were previously closed.

Epidemic



Fun Factor

4.0

Nifty control options (like turning off the jittery gunsight) help even novice players get the hang of this game.



Sound

4.0

Standard mech sounds (clinkin' and clankin') are nicely mixed with great voice-overs and startling explosions.



Graphics

3.5

The crystal-clear graphics are offset by unbelievably boring enemies and hallways so similar you easily get lost. Even the underground levels are too clean for comfort.



PROTIP: Because of the murkiness of the Satavisa Basement levels, you should rely on the targeting system and missiles to take out unseen enemies.



PROTIP: Listen carefully to Jim between missions. He has helpful (though sometimes cryptic) info for you.

Last year's mediocre shooter, Kileak: The DNA Imperative, has spawned a sequel. Epidemic outshines its predecessor with better graphics and more involved gameplay (including puzzle solving), but the sins of the past have not been redressed. Stodgy, featureless, boring scenarios take the bullets from this shooter.

The lack of exciting enemies is also a problem. Less mechanical miscreants and more blood and guts would have helped this sterile game move into the limelight. You can rent without worry—Epidemic isn't contagious. **G**

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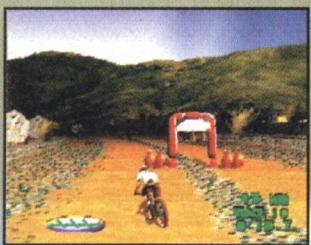
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PROTIP: Learn which obstacles, such as red canisters, you can smash through to save time.



PROTIP: Stay centered on the course as much as possible to best avoid obstacles.

2XTREME

Xtreme Sports fans will be happy to hear that 2Xtreme, Sony's sequel to their original PlayStation hit, is worthy of its TV heritage. You take on nine other kamikaze racers

in such events as mountain biking, skateboarding, inline skating, or a new neck-breaking snowboard course. In addition to the smash-and-dash gameplay, you can also increase your points, and chances of winning, by attempting special midair trick moves. You can compete through a full season, single race, or face off in the two-player mode. No matter what, you're assured lightning-fast, entertaining, Xtreme action. Go for it! **G**



Control

4.5 Smooth, responsive controls enhance gameplay, making this game easy to pick up and play. The special moves are also easy to learn and execute.



Graphics

4.0 Digitized character animations and well-rendered backgrounds create a believable 3D environment for racing. Individual touches, such as Vegas hotels and wild animals on the loose, add to each course's appeal.



Sound

3.5 Despite a rockin' intro, sounds during gameplay are kept to a bare minimum. Echoes in tunnels and the digitized sounds of crashes and wipeouts add a nice touch, though.

2Xtreme

(By Sony)

By Dr. Zombie

Price not available

Available now

2 players

Extreme sports

12 courses

Third-person view



PRO REVIEW

\$59.95 Available now 2 players Action/adventure 16 levels



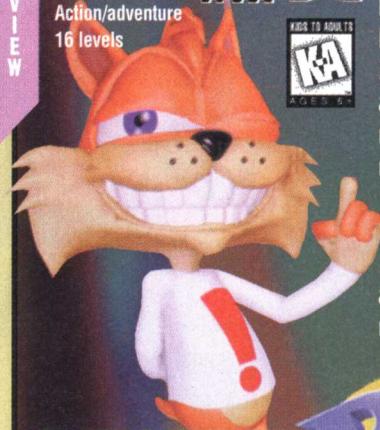
Bubsy 3D

(By Accolade)

By N. Somniac



Bubsy, a longtime veteran of 16-bit, jumps into 32-bit action with Bubsy 3D. Stranded on an alien planet, you must run, swim, jump, and shoot your way through 16 bizarre levels of 3D terrain, while trying to find pieces of a rocket ship to build a ride back to Earth. In the era of Crash Bandicoot, however, Bubsy's 3D environment doesn't seem as fast moving or as lushly rendered. The graphics are rather stiff, and each level seems simplistic and barren. Bubsy fans should rent this game to see him in 3D, but action fans may find Crash more their speed. **G**



PROTIP: The charged atoms shoot accurately so avoid standing too close to alien targets.



Activating a switch doesn't always produce a response in your immediate vicinity. Search the level to discover what happened.



Graphics

3.5 Despite creating a working 3D environment, the color palette used for characters and level renderings is rather flat. An uncontrollable camera perspective sometimes hinders gameplay.



Sound

3.5 The fully orchestrated soundtrack isn't adequately reinforced by entertaining sound or voice effects. Though the "Bubsyisms" are clever, his squeaky voice quickly becomes annoying.



PROTIP: Airtanks are refilled after time and may be revisited for additional fillups.



Control

3.5 Except for the lack of control over the camera perspective in the 3D environment, the controls are smooth and easy to learn.



Fun Factor

3.0 Although Bubsy features 16 levels, its gameplay becomes repetitive and predictable due to the stiff graphics. The two-player tag mode is innovative and worth a look.

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Tobal No. 1

By Bruised Lee

Taking a break from RPGs, Square Soft enters the 3D fighting realm with Tobal No. 1. You start play choosing from eight characters. Additional fighters, however, are made available through the Quest mode, where players must work their way through mazes of traps, jumps, and enemies.

The 3D controls work well but take time to master. For instance, hitting Up on the directional pad steps your character into the background. To execute a jump, you must press a corresponding button.

The combat smacks and music are only average, and some of the voices become annoying. Smooth animations and clean textures boost the visuals.

Powerful competition from Tekken 2 and VF2 keep Tobal down but not completely out. The 3D animation and Quest mode offer something different to fighting fans. **G**



PROTIP: After you knock down an opponent, simultaneously tap Jump and Low Attack to score an extra hit.

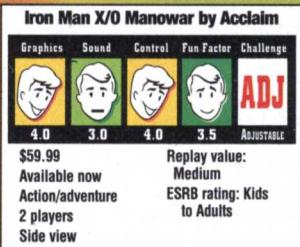


Tobal No. 1 by Square Soft

Graphics	Sound	Control	Fun Factor	Challenge
				ADJ
4.5	3.0	4.0	3.5	ADJUSTABLE
Price not available	Available now	Fighting/adventure	Replay value: Medium	ESRB rating: Teen
2 players				



PROTIP: Always shoot into the background to find power-ups and triggers.



Iron Man X/O Manowar by Acclaim

Graphics	Sound	Control	Fun Factor	Challenge
				ADJ
4.0	3.0	4.0	3.5	ADJUSTABLE
\$59.99	Available now	Action/adventure	Replay value: Medium	ESRB rating: Kids to Adults
2 players				
Side view				

Iron Man X/O Manowar

By Scary Larry



PROTIP: Look for breaks in the roof or ceiling. They're usually the only access to other areas.

A great comic book doesn't always translate into a great game. In the case of Iron Man, a mediocre comic-book hero translates into an apt, enjoyable, but not terribly complex, game.

Decent side-scrolling action, including tussles with tons of bad guys and platform-hopping galore, make the game enjoyable. Lifeless enemies, easy levels, and corny bosses water down the fun.

Good rendering on Iron Man and Manowar help, as do simple, clean backgrounds. Solid explosions also contribute to the Fun Factor, but the absence of good sound or music is noticeable.

A good rental, Iron Man will not get a medal for its mettle, but it's a pretty heroic effort nonetheless. **G**



The Divide: Enemies Within

By Scary Larry



PROTIP: Against the first boss, Moropus, use the gatling gun and shoot while running around him. Don't let him hit you with that claw—it's severely damaging.



PROTIP: Use the zoomed-out view when exploring levels. You can see enemies long before they see you.

Although The Divide may interest some gamers with its complex gameplay and PC look, most console gamers will be unimpressed by the blocky graphics and boring gameplay.

The huge, dark levels are incredibly dull. You walk your mech around, blasting hard-to-spot, lackluster enemies while acquiring new weapons and items to help you on your journey into alien territory. You also face squat, polygonal bosses that are extremely difficult to kill.

The average sounds are dominated by nondescript music and sound effects that make you think your mech needs a tune-up. Controlling your mech is a jittery process, and it often aims incorrectly. Shooting up and down involves the triggers...nuff said. If you do the math, you'll find that the Divide comes up short in all areas. **G**

The Divide: Enemies Within by Viacom

Graphics	Sound	Control	Fun Factor	Challenge
				ADJ
3.0	3.0	3.0	3.0	ADJUSTABLE
\$59.99	Available now	Action/adventure	Replay value: Medium	ESRB rating: Teen
1 player				
3/4-overhead view				



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Tomb Raider
(By Eidos Interactive)

By Bro' Buzz



\$49.95 9 levels
Available now 1 player
Action/adventure

TOMB RAIDER

Tomb Raider is a massive adventure game that out-Jones's Indiana Jones. As Lara Croft, you burgle nine levels of ancient ruins to find the mythical Scion artifact and save the world. Raider tosses many mazes, puzzles, and traps at you in between a smattering of intense gunfights. The emphasis, however, is more on puzzle-solving than gunslinging.

Lara's the star of the show thanks to the crisp, multifaceted controls. Excellent moves serve you well during gunfights and explorations alike. You bust tremendous leaping somersaults, swim, and slap some mean leather with a pair of deadly .45 automatics.

The visuals and animation show nice flair. However, pixelated Saturn graphics make mincemeat of the multi-textured backgrounds, so it's tough to see important items and enemies on the attack.

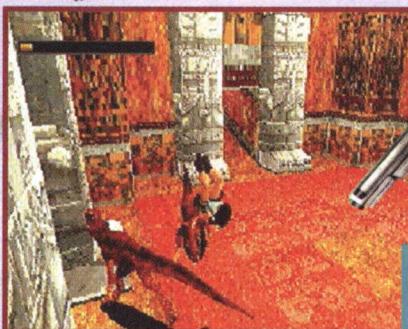
The lack of clarity is a shame, because Tomb's like a wild crypto-zoo gone bad. Lions, alligators, wolves, and even velociraptors hunt you down.

If exploration's your thing, then Raider is for you. Have no fear about entering this Tomb. **G**



Fun Factor

4.0 Tomb Raider is a satisfying adventure game that favors exploration and puzzle-solving over gunplay.



Lara Croft certainly looks prepared for a solid Saturn adventure.



PROTIP: Raider tips you off to attacks. Lara automatically aims at enemies (usually before you even see them), and music usually kicks in before the enemies do.



PROTIP: To shoot down on creatures from a structure, walk to the edge, press and hold X, and use the directionals to aim.



PROTIP: Sometimes platforms are so far away that you must leap and then grab onto the edge. Press Up and A to leap, then release the buttons and press Up and B to catch hold of the edge.



Graphics

4.0

The camera view flows smoothly and you can stop for 180-degree scans in all directions. However, the cam sometimes rests behind objects, blocking the action. Despite pixelated graphics, topnotch 3D animations paints Virtua Fighter-style movement; impressive cinematics add movie-style drama.



Sound

3.0

Effects are minimal, with attacking enemies making almost no sound, and music that tips off enemy attacks. Cinema vocals and tunes, however, hit the mark.



Control

4.5

Great controls enable you to pull an excellent array of moves, from expansive somersaults to precise sidesteps. It is, however, time-consuming to grab some objects.

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-GAMEFAN

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S ATURN

PRO REVIEW



Mr. Bones (By Sega)

By Scary Larry

Challenge
adj
Level

KIDS TO ADULTS
K-A
AGES 6+

Replay?
MED

Price not
available
Available
now

Action/
adventure
1 player

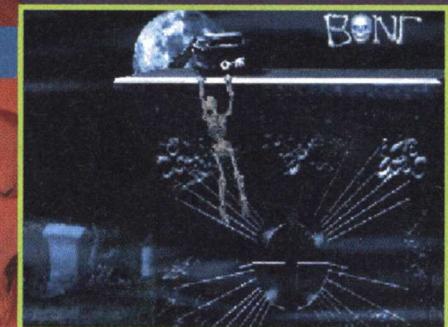
Challenge
adj
Level



PROTIP: In Rolling Logs, time the jumps with the shadows of the logs. You can jump on some logs as well.



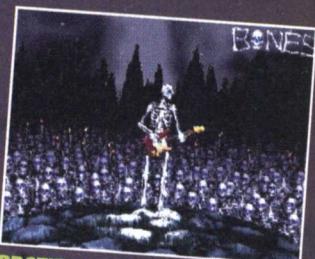
PROTIP: In Drum Solo, you can tell which bongo is next by watching the sparks flow to each set.



PROTIP: In the Graveyard, jump on top of some mausoleums to find release triggers like this one.



PROTIP: In Big Bones, bounce underneath the skulls to skip across to your destination.



PROTIP: In Guitar Solo, you can gauge your progress by watching the red eyes turn blue. Quickly switch riffs if you suddenly see a swath of red eyes appear.



PROTIP: In Glass Shards, use the spinning platforms to ascend to higher levels. Try not to pay attention to the running commentary, which contains the line, "Even Jesus Christ had the blues. Big time."

PROTIP: These markers are gates to another level. You must have the correct corresponding skeletal make-up to pass.

Sega is putting all its bones in one basket with Mr. Bones. Promised over a year ago, the final product is a hodge-podge of beautifully rendered graphics, kick-ass sound, and insipid hop-n-bop gameplay.

Playing as the soulful, blue-eyed Mr. Bones, you battle bats who snatch your limbs away; go on an old-fashioned log roll; randomly jam on the guitar and play some bongos. The pre-rendered graphics look very sharp, but are unfinished in spots (mountains in the background of the graveyard are just random blocks below the horizon). Although Mr. Bones moves smoothly, he's very slow.

The sound is the game's shining spot. Bluesy music and wicked guitar riffs are offset, however, by mildly annoying running commentary about the blues (especially in the Glass Shards stage).

Mr. Bones is not the Saturn savior that owners of the system are waiting for. There's slim pickin' on these bones. **G**



Graphics

4.0 Unfinished graphics are just one of the game's visual flaws. Bland enemies also plague the game, as do uninspired backgrounds. But there are some great rendered cut scenes.



Sound

4.5 Great music and weird sound effects make the game interesting. Stupid commentary and ridiculous voice-overs often kill the mood, though.



Control

4.0 There's not much to do except electrocute enemies and jump. However, miscalculated jumps resulting in major damage, as well as the unfair A.I., will give you the blues.



Fun Factor

3.5 Half the fun is seeing how much of this game you can stomach before you give up. The basic hop-n-bop action may make you bury this one.

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If you like Descent-style shooters, you'll have a blast with Machine Head. Armed with the twin barrels of a chain gun and whatever missiles and grenades you pick up, you maneuver a flying bomb just above the ground in search of keys, terminals, hidden areas, and enemies.

There's not much strategy required, and the night action grows redundant. However, Machine Head's still a good game when you feel like gunning down monsters. **G**

MACHINE HEAD

PROTIP: Once you open the gates of the Orbital Headquarters, back away so you have time to target the onrushing enemies.



PROTIP: Cocoons in the Train Launch level are up on the limbs of the towers.



Sound

4.0 The wisecracks between levels are a riot, while hard-driving music propels the action. The sound effects get tiresome, though—screams from the enemies and more varied gun blasts could have intensified gameplay.



Control

3.5 Your flying bomb is pretty squirrelly until you master the controls, but with a lot of practice, it becomes a quick, nimble craft. Shooting while flying can be tough, especially against flying enemies.



Graphics

3.5 Too much unrelenting darkness in the background and blurring in the foreground lessen the visual impact. However, the cut scenes are entertaining, and the enemies explode into satisfying pieces when you hit 'em.



Fun Factor

3.5 Derivative of other shooters (like Doom), Machine Head still offers enough action to be worth a long play. The levels are big and the enemies are numerous, making it a good challenge.

Machine Head
(By Eidos Interactive)

By Coach Kyle

\$59.95
Shooter
1 player
17 levels
First-person view



PRO REVIEW

Battle Arena Toshinden URA
(By Sega)

By Major Mike

Price not available Fighting Available now 2 players



All the wretched gameplay from Toshinden Remix is back, and this time there are more characters to choose from for your fighting displeasure. URA has the same graphics and sounds as Remix, and unfortunately, the same lame play engine.

There are three new fighters, but they fail to add any dimension to the game; Ronron, in particular, is one of the worst fighters ever created. Simply put, URA is just more of a bad thing. **G**



REPLI

PROTIP: Finish the game with any character, and when you start a new game, a new fighter, Repli, is added to the lineup.

Fun Factor



0.5

Ugly graphics, bland sounds, and dull gameplay—the ingredients of a lousy fighting game. Battle Arena Toshinden URA has all these terrible elements—and more.



Get ready to meet Ronron, one of the three new fighters.

Graphics



1.5 The characters suffer from horrible pixelization and blocky graphics (Sofia looks like she has a snake growing out of her head). The various special moves and projectiles also look cheesy.



PROTIP: Instead of blocking incoming attacks, sidestep them. Even blocking takes a little off your life meter.

Sound



2.0 Lame grunts and groans fill the audio, though intelligible taunts and victory chants are uttered. The music is mostly generic hard rock with a few melodic symphonies.

Control



3.0 The basic moves are easy to execute, but the specials are an unresponsive hit-and-miss affair. Overdrive and Death moves are difficult to pull off, and combos are basically nonexistent.



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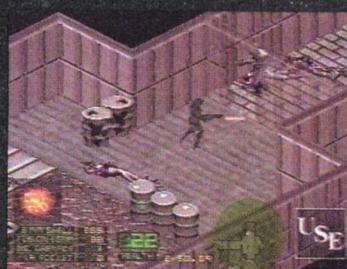
www.konami.com

"Overkill is not only finely tuned and balanced, but a godsend for those fond of 40+ levels of blasting carnage."

GameFan

"A must for lovers of challenging, violent games."

EGM



"Hot rendered graphics, crazy transparencies, burnin' music. Another fine Konami effort."

GameFan

"Overkill offers hours of blood-drenched fun, and there's plenty of replayability...hundreds of hidden areas."

PS Extreme



PROREVIEW

Saturn

Street Racer

By Captain Cameron

Street Racer, a good 16-bit racing game, becomes a ho-hum 32-bit experience on the Saturn.

Eight wacky racers compete on themed courses or in a chaotic bumper-cars arena. The view takes you up close behind



PROTIP: In longer races, go out of your way to grab items early, then work back to the front.

the cars or high above for Micro Machines-style racing. Cartoony sounds and graphics are mildly entertaining.

The controls make efficient use of every button on the pad, giving each racer a complete set of punches, weapons, and jumps. The action's okay against the computer or one or two pals, but going head to head against more than four gamers divides the screen into small slices, limiting the fun.

Street Racer's not a bad rental, it's just not unique or funny enough to warrant a purchase.



PROTIP: Save your last few seconds of turbo for an end-of-the-race boost.

Street Racer by Ubi Soft

Graphics	Sound	Control	Fun Factor	Challenge
3.0	3.0	3.5	3.0	INT

\$49.95
Available now
Racing
8 players

Multiple views
Replay value: High
ESRB rating: Kids to Adults

Hyper 3D Pinball

By Air Hendrix

Hyper 3D delivers another round of decent Saturn pinball, but like Last Gladiators, it's just more standard action with a few minor 32-bit bells and whistles.

You blast steel balls through six boards with themes like Gangsters. An assortment of



PROTIP: Make good use of your upper flippers to keep the ball at the top of the table, where the big points are.



PROTIP: Multi-ball rounds also let you rack up high scores, so keep the flippers moving as much as possible.

bumpers, multi-ball rounds, and hidden surprises treat your flippers to a workout. The controls respond just fine, but launching the ball is too tricky.

Graphically, you'll find well-modeled 3D tables, but the overall look is bland. The sounds put on a great show with cool tunes and effects.

Pinball wizards will get a few thrills out of Hyper 3D, but it sure doesn't top playing on a real table in the arcade.

Hyper 3D Pinball by Virgin

Graphics	Sound	Control	Fun Factor	Challenge
2.5	4.0	3.5	3.0	BEG

\$40
Available now
Pinball
4 players
6 tables

2 views
Replay value: Medium
ESRB rating: Kids to Adults

VIRTUAL CASINO

By Coach Kyle

Lady Luck beckons in this smooth collection of casino games. You play five games—roulette, seven-card stud poker, baccarat, blackjack, and the slots—and place bets against the computer. The sharp graphics are simple (big cards and lots of green felt), the music is mellow jazz for adults, and the sound effects are minimal.

The biggest drawbacks are the lack of multiplayer gaming (two players compete only in roulette and baccarat) and the skill level required to win. If you don't know when to double down in blackjack, there's no tutorial with detailed guidance. For solo card sharks looking for a game, Virtual Casino's not bad, but it's not as fun as real-life poker parties.



PROTIP: In roulette, think of your specific bets before the wheel starts spinning because there's little time to move around chips.



PROTIP: The computer will rarely fold in poker, so be wary of trying to bluff when you're holding a weak hand.

Virtual Casino by Natsume

Graphics	Sound	Control	Fun Factor	Challenge
3.0	2.5	2.5	2.5	INT

\$54.95
Available December '96
5 casino games

2 players
Multiple views
Replay value: High
ESRB rating: Teen

BRAINDEAD 13

By Doctor Devon

In BrainDead 13, a frustrating interactive cartoon, you play a teen trapped in a nightmarish castle filled with ghouls. As in Dragon's Lair, you watch pre-programmed action and wait for key moments to make decisions via strings of button presses. Unfortunately,



PROTIP: In the kitchen, defeat the blade-wielding gator by tapping Left, B, Right, B, and Up.

the trial and error required to figure out button combinations is far too laborious for the mild comedic payoff that results.

Sounds and graphics are disappointing. The scenes and characters are colorful, but bad compression leaves objects blurry or ill-defined. Voices are sometimes unintelligible, and the frantic music gets old because you hear it hundreds of times while trying to master the controls.

Play BrainDead 13 and you'll be brain-dead before long.



PROTIP: Swat the ghosts in the bedroom with the pillow by tapping Down, B, B, B, and Right.

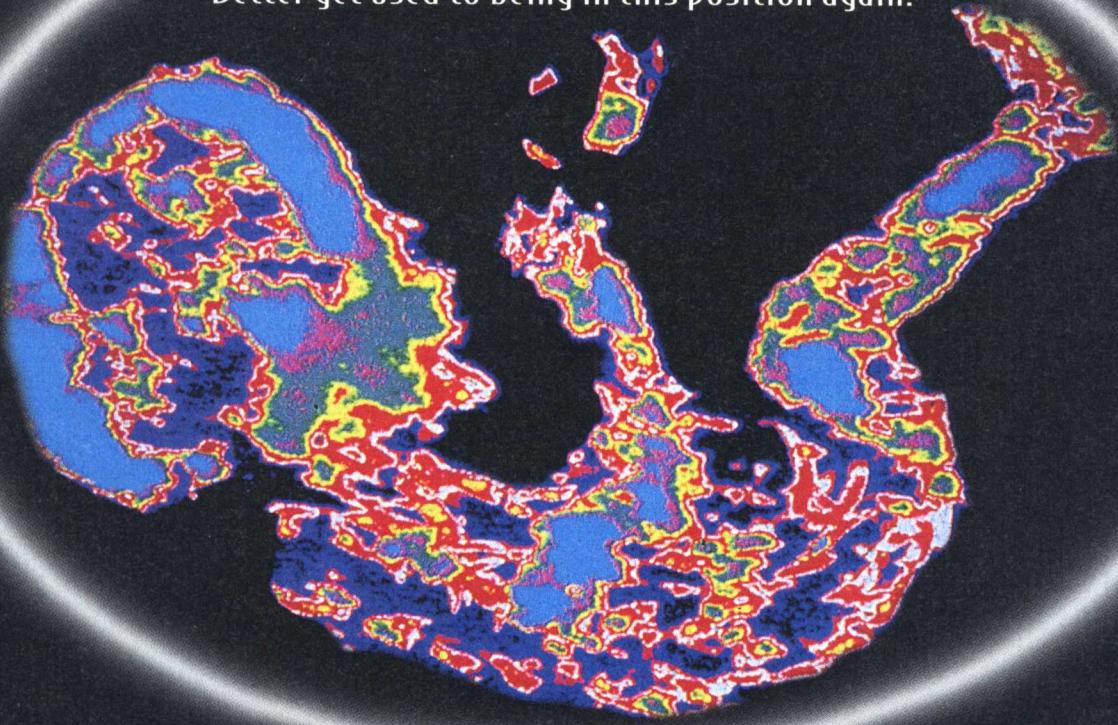
BrainDead 13 by ReadySoft

Graphics	Sound	Control	Fun Factor	Challenge
2.5	2.5	1.0	1.0	INT

\$49.95
Available now
Action/adventure
1 player

Unlimited lives
Replay value: Low
ESRB rating: Kids to Adults

Better get used to being in this position again.



This is more than Mortal Kombat. This is ULTIMATE MK3, featuring 8 new playable characters, 5 new backgrounds, 3 modes of play,

selectable ending sequences, new secret moves and combos and player selectable characters even the arcade version doesn't offer.



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ULTIMATE
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3

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MATURE
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AGES 17+
RATED BY ESRB

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the Wall of Stone,

Reverse Damage,

a Hill Giant,

and Shatter.





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SANDRUU

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Tsunami,

THE WALL OF AIR,

ARMAGEDDON,

THE SHIVAH DRAGON,

AND REGENERATION.

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THE 16-BIT GAMER'S SURVIVAL GUIDE: PROREVIEWS



Ultimate Mortal Kombat 3

(By Williams)

By Bruised Lee

Price not available Fighting

32 megs 2 players

Available now Side view

Super NES

ProReview



Don't be fooled, fighting fans. Ultimate Mortal Kombat 3 is not the ultimate fighting game, but it does have some new features and fighters that should temporarily satisfy hungry Mortal Kombateers.

UMK3 supplements the MK3 lineup with Scorpion, Jade, Kitana, Reptile, classic Sub-Zero, Ermac, and Mileena. In addition to these arcade characters, Rain and Noob are selectable, plus there's one hidden fighter.

Sadly, the new fighters are all that make UMK3 a fresh fighting experience. The returning cast is the same as in MK3, with no new moves to learn—even the combo system is identical! Players will quickly find the gameplay tiresome as they perform the same combos found in MK3. New features like the tournament modes, new Vs. codes, and Brutality finishing moves add only a little life to the redundant gameplay.

If MK3 had never been released, UMK3 would be closer to an ultimate fighting game. Unfortunately, UMK3 is just a slight variation of a game that has been completely played to death. **G**

Rain's Juggle Combo

Tap ←, (← HP)

Tap ↓, (→ HP), then move opponent toward you

Tap (↓ HP) for an uppercut



Graphics
4.5

The backgrounds and fighters are rich in color and detail, but the slightly choppy character animation keeps UMK3 from being a perfect translation.

Sound
4.0

Only a few screams of terror are missing from the arcade original. The rest of the voices and music are duplicated extremely well.

Control
4.0

Not bad, but the SNES's slow processing power, combined with missing frames of character animation, make a slight difference in the timing of combos and juggle moves found in the arcade.

Fun Factor
3.0

UMK3 is best enjoyed with a group of friends. Playing against the cheap computer is about as fun as getting your gums scraped by Kabal's twin blades.



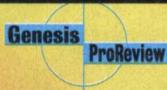
PROTIP: After you defeat your first opponent in the endurance match, you can score a free hit when the second opponent jumps in.

With 23 characters and one hidden fighter, the UMK3 lineup has many of the same fighters as MK3.



PROTIP: The best way to beat the boss Motaro is to constantly use jump kicks and neck kicks to slowly wear him down.

THE 16-BIT GAMER'S SURVIVAL GUIDE: PROREVIEWS

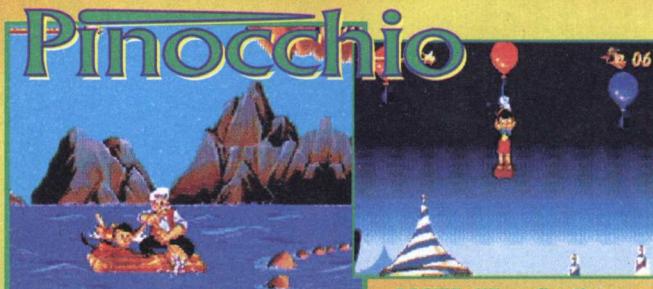


By Coach Kyle

A fabulous animated movie becomes a below-average game on the Genesis. Pinocchio's only for novices and Disney addicts.

As the storybook puppet, you side-scroll through the movie plot from Stromboli's marionette show to a raft ride with Geppetto out of Monstro the whale. The gameplay is rudimentary platform action, and the weak controls give you almost nothing to do besides walking and jumping.

With stiff characters and undetailed backgrounds, the graphics are like those you saw



PROTIP: Keep ducking the entire time you're escaping Monstro until you come to the jumps.

in mediocre 1993 games. The music simplifies the movie's classic soundtrack, and the cartoonish sound effects desperately cry out for some voices.

What a shame that such a long-awaited game, with such a

PROTIP: When floating on the Pleasure Island balloons, repeatedly jump to adjacent balloons until you catch one that floats up to the goodies.

famous story as a foundation, should turn out to be so disappointing. This wooden game never comes to life. **G**

Pinocchio by Disney Interactive				
Graphics	Sound	Control	Fun Factor	Challenge
2.0	3.0	2.0	2.0	ADJ
Price not available	Side view			
16 megs	Replay value: Low			
Available now	ESRB rating: Kids to Adults			
Action/adventure				
1 player				



PROTIP: In the marionette show, study the movements of the dancers so you can copy them step for step.

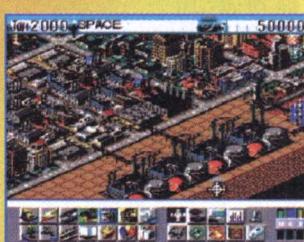


By Andromeda

A clone of the top-selling PC game, Sim City 2000 won't dominate the marketplace this season, but it's a decent addition to any SNES library.

SC2000 offers you more than the original Sim City for the SNES. As before, you control everything in your city, from building the housing and parks to figuring out how to placate the often-angry citizens—but since you start at the year

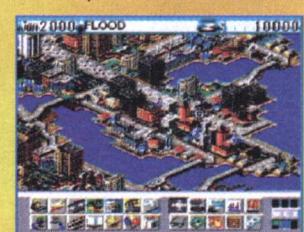
Sim City 2000



PROTIP: Floods cause damage only at sea level. Use the Raise Terrain button to build protective dikes around low-lying areas to take less flood damage.

2000, you also deal with futuristic issues, like trying to launch your populace into space.

The presentation is uneven.



PROTIP: Power plants are crucial. Unless you're in the No Disaster mode, they'll eventually wear out and shut down. Keep track of their life span so you can rebuild as necessary.

The graphics look okay and the sound effects are fun, but the music is repetitive. The control interface is awkward, especially if you're used to the mouse or keyboard from the computer version. Despite the flaws, if you love sims, you'll be happy to see this cart. It's real Sim Fun. **G**

Sim City 2000 by T+HQ				
Graphics	Sound	Control	Fun Factor	Challenge
3.0	3.0	2.5	4.0	ADJ
\$69.95	Battery backup			
16 megs	Replay value: High			
Available now	ESRB rating: Kids to Adults			
Strategy				



PROTIP: This tough flying enemy falls with you from the castle towers; stay between its bombs and rays, then nail its body.



PROTIP: Take out this Stage One statue enemy by jumping over the lit globes it throws and aiming for its head.

PROTIP: Don't grab all the shields from the crystals at once; save some of the shields for when you've taken damage later.



By Captain Cameron

Unheralded and unexpected, Realm is one of the season's better SNES games.

You play a cyborg who leaps upward through trees, scales castle walls, and blasts every moving thing in sight with an array of futuristic guns. Don't let the simple shoot-em-up gameplay fool you: This is one tough game. In these four huge worlds, you face hundreds of enemies, bosses take forever to vanquish, and extra ammo and health are rare. Expect to start over frequently once you enter this Realm.

The colorful graphics show fine attention to detail and boast imaginative settings deep in the game. However, your cyborg and the enemies move pretty stiffly, and the annoyingly repetitive disco music doesn't fit in.

Realm is a well-crafted throwback to Gunstar Heroes-style gameplay that will deliver a much-needed blast of excitement to bored SNES owners. **G**

Realm

Realm by Titus				
Graphics	Sound	Control	Fun Factor	Challenge
4.0	3.0	3.5	3.5	ADJ
\$54.99	Side view			
Megs not available	Replay value: Medium			
Available now	ESRB rating: Kids to Adults			
Action/adventure				
1 player				

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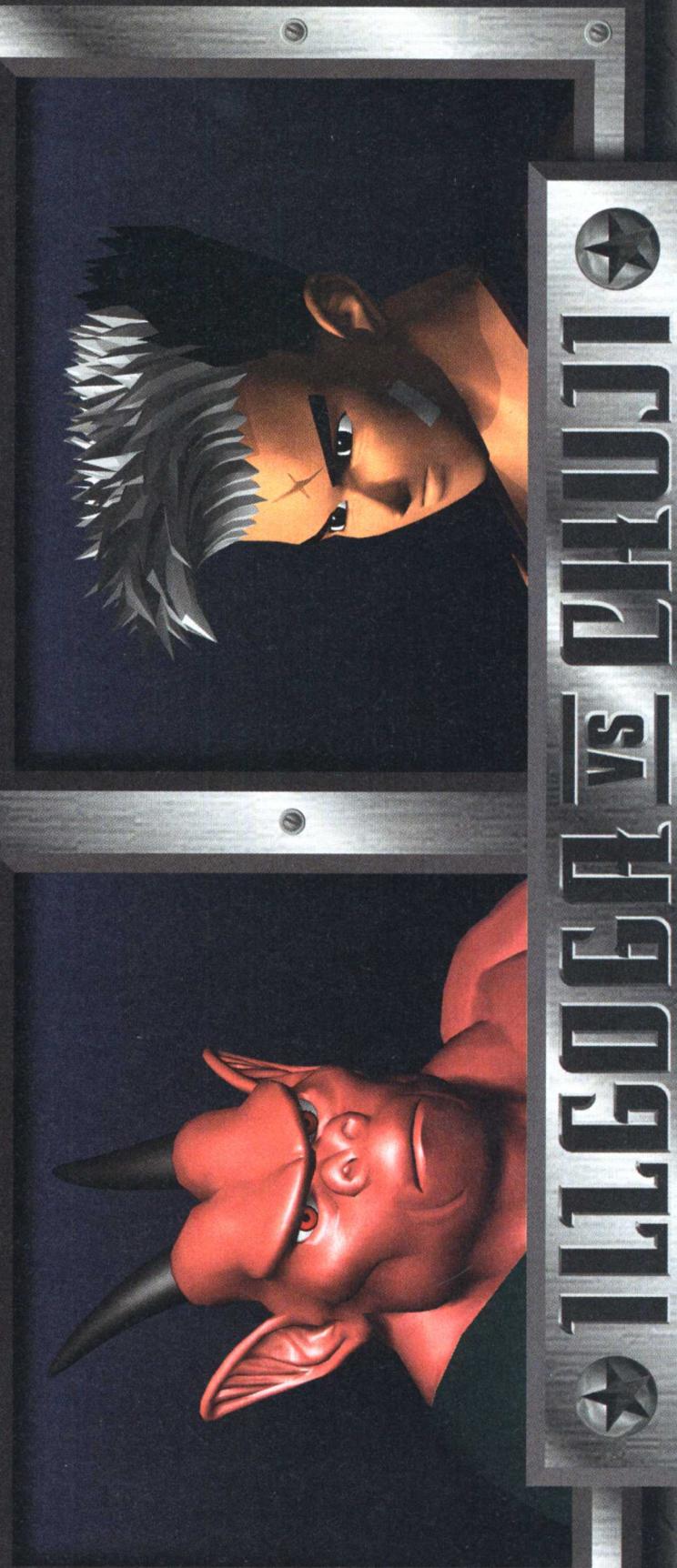
P R E S E N T I N G

17

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THE EIGHTH FLOOR



THE FIGHT VS. TERROR

MASTER OF THE HEADLOCK TOSS

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FEI VS. EPON



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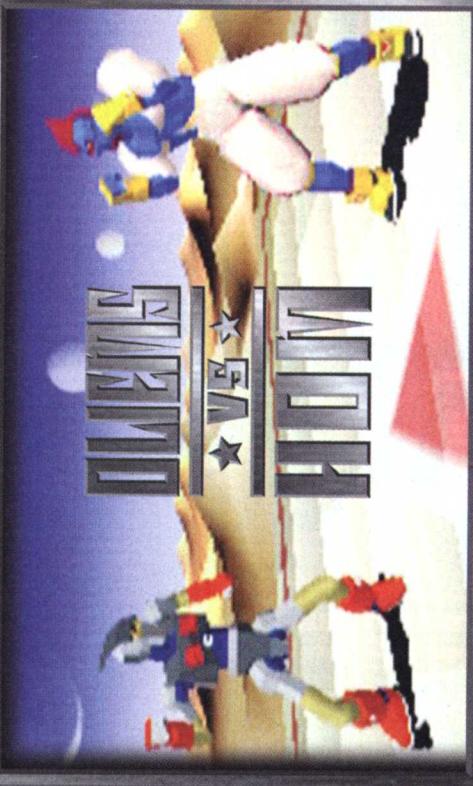


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TEEN
AGE 13+
CONT. RATED
ESRB



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INTERACTIVE

PlayStation

PS

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PER BOWL

IT'S UN-BOWL-IEVABLE!

CREATE YOUR OWN SUPER TEAM

Tecmo Super Bowl allows the user to trade any player, to any team, at any time. With this feature you have the ability to create your own Super Team. Just be careful when you're playing a friend. You had better make sure he didn't set you up. The only advice we can give is check your opponent's roster.

LIVE COMMENTARY

Tecmo Super Bowl's announcer gives true play by play commentary, not just an occasional phrase or two. If perhaps you think he's an idiot, you always have the option of turning him off.

TOURNAMENT MODE

Over the years Tecmo Super Bowl players have let us know about the friendly competitions which sometimes take place. This new version has



a built in tournament mode for a total of 8 players playing one on one till one of the players wins the tournament. Chips and drinks are sadly not included.

DIFFICULTY LEVELS

Knowing that some people haven't been playing Tecmo Super Bowl for years we've included 3 difficulty settings. Easy, Normal and Hard. Our football game gives you the ability to grow with the game. Internally we call this a screen save 'cause you don't have to throw a rock through the TV screen when you get frustrated with the game.

INSTANT REPLAY

If you want to analyze the last several seconds of play, simply pause the game and start the instant replay. In addition you can go frame by frame to fully analyze all of the action. Then again, you may not want to see



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Tecmo's Deception answers [There are no correct answers... Welcome to Tecmo's Deception]

the interception again, and again, and again, and again.

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NEW PLAYBOOK

From the game play menu, you now have access to the entire playbook for the immediate play. ...for more plays than you can possibly want, use, call, send-in, modify, change, and/or run as the case may be.

VARIABLE WEATHER CONDITIONS

Ordinary football games sometimes have weather conditions. So far as we know, Tecmo Super Bowl is the only



game to actually change the weather during the game. So one minute it could be raining, and then it could start snowing, or then again stop or actually it's too variable to give you all of the possible scenarios.

MORE, MORE AND MORE

We've tried to highlight some of the most important new features of Tecmo Super Bowl for the Sony PlayStation. Obviously there are more features than we can possibly list. Tecmo Super Bowl is one of the most realistic and sophisticated football simulators ever created. Aside from all of the technical improvements, think about the following:

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PLAYERS.COM

SPORTS PAGES

The Great One Scores a Decent N64 Debut

Wayne Gretzky's 3D Hockey

By Air Hendrix

Nintendo 64

The very first Nintendo 64 sports title, Wayne Gretzky's 3D Hockey delivers raucous multiplayer action and solid graphics. But hockey fans won't find the kind of topnotch gameplay that they've grown accustomed to on the Genesis and PlayStation.

Open Ice

Gretzky faces off with the right features: Exhibition, Season, Playoff, and Practice modes; all the NHL players and teams; moves like dives, one-timers, trips, hooks, and so on; and a Burst button that jacks up speed, shot, and check power. Unique, snazzy extras include the Fox TV streak that highlights the puck and finishing moves during fights. The controls handle fairly well, though the button layout's too complex.

This cart appeals to both camps of sports gamers by offering Open Ice-style three-on-three action (replete with flaming pucks and actual brick wall goalies) or regulation five-on-five matches. Both modes, however, fall squarely in the arcade realm with a flashy, fast-paced feel that focuses less on realistic, tight gameplay and more on high-octane twitch excitement.

Unfortunately, the shallow A.I. means the one-player thrills fade quickly. A few shooting tactics always score, the defense always shuts down breakaways, and your CPU teammates respond poorly when you set up plays. Multiplayer matches are definitely Gretzky's strong point.

Into the Boards

Visually, the rinks come alive with great color and detail, and the spiffy polygonal players sport awesome animations as goalies lunge for the puck or players splatter across the ice when tripped. However, the player graphics could use more detail, and the skating and stick handling has a stiff, unrealistic look.



PROTIP: Don't let an opponent park in front of the crease, or his teammates will quickly set him up with deadly one-timers.



Scoring with a power shot sets the net on fire!

however, fall squarely in the arcade realm with a flashy, fast-paced feel that focuses less on realistic, tight gameplay and more on high-octane twitch excitement.

Unfortunately, the shallow A.I. means the one-player thrills fade quickly. A few shooting tactics always score, the defense always shuts down breakaways, and your

CPU teammates respond poorly when you set up plays. Multiplayer matches are definitely Gretzky's strong point.

On the sound side, an announcer tracks the action with decent color commentary that unfortunately gets too repetitive. The on-ice skating effects and crowd roars perform nicely.



THE TOP TEN SPORTS GAMES EVER

1. Madden NFL '97 (PlayStation)
2. NHL Faceoff '97 (PlayStation)
3. Andretti Racing (PlayStation)
4. NFL GameDay (PlayStation)
5. NBA Jam (Super NES)
6. Triple Play '97 (PlayStation)
7. NBA Live '97 (PlayStation)
8. World Series Baseball '95 (Genesis)
9. International Track & Field (PlayStation)
10. TIE: Ken Griffey Jr.'s Winning Run (Super NES) & NHL '97 (Genesis)

COULD'VE BEEN A TOP TEN CONTENDER*

Ken Griffey Jr. Baseball (Nintendo 64)
NFL GameDay '97 (PlayStation)

* These games haven't been reviewed yet, but look very promising.

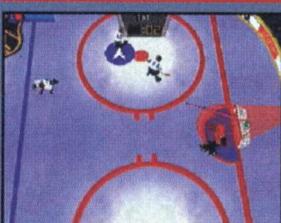
Gretzky Hockey Tips



PROTIP: A defenseman will always be there to squelch a breakaway, so pass frequently once you cross center ice in order to penetrate the defense.



PROTIP: The single best way to score is one-timers from either wing to the center.



PROTIP: Another high-percentage shot: Come in fast on one side of the net, then cut sharply across the crease. Shoot high just when you pass the other side of the net.



PROTIP: Tripping's the best way to shut down your opponent, but approach from the side or back.

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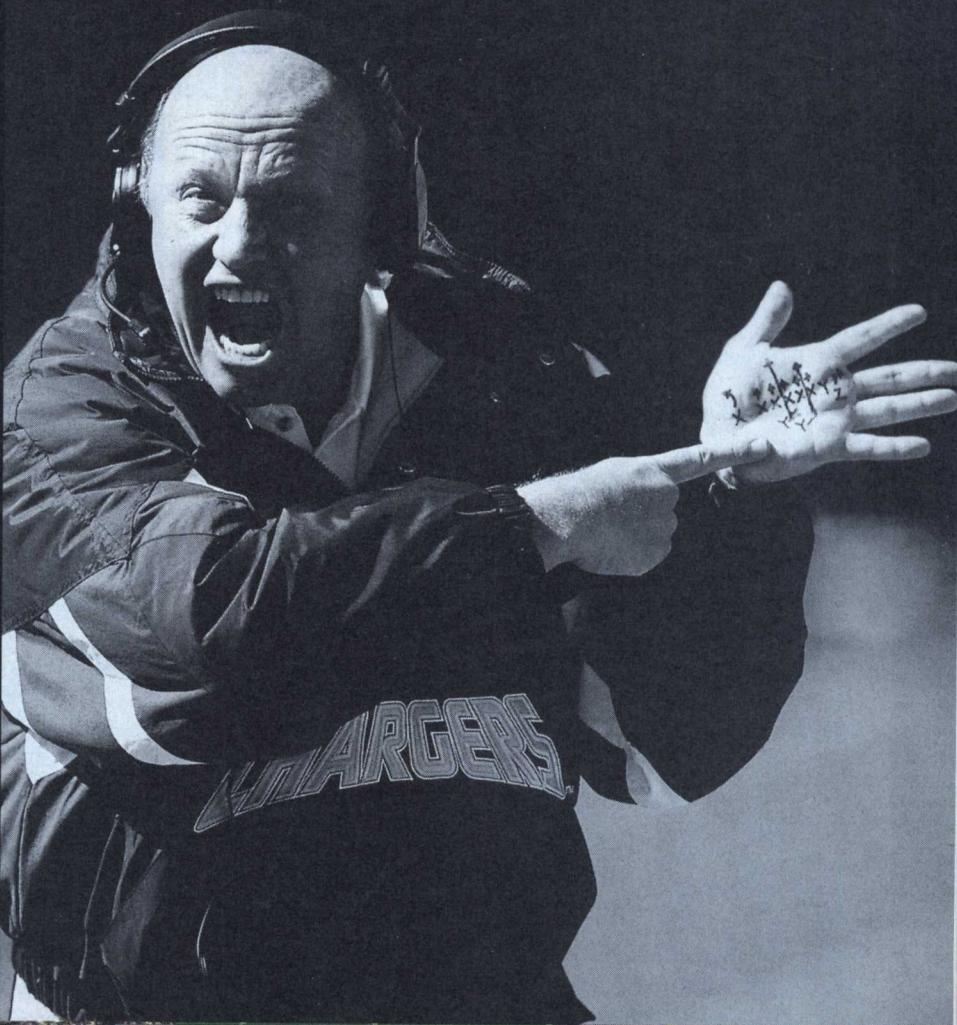
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NFL '97's exclusive Play Editor feature lets you design your own plays and run them with any offense in the NFL.

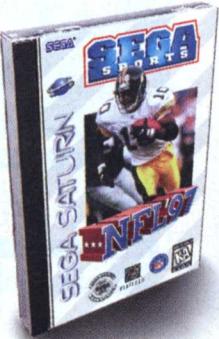
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NFL'97

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1 to 8
PLAYERS



1 to 8 player game unless used with 8player adaptor

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The King of Hockey Scores with a PlayStation Slap Shot


NHL '97

By Air Hendrix

PlayStation

EA's hallmark hockey series goes 32-bit with a PlayStation debut that delivers more of that familiar, flashy action. Despite the excellent graphics, NHL '97's addictive gameplay still finishes second to the top-ranked NHL Faceoff '97 (see "Sports Pages," December '96).

Dekes Like Fedorov

NHL '97's puck drops in Exhibition, Season, Playoff, and Shootout modes, and all the pro teams and players fill the benches. The game delivers all the right moves, including three checks, quick stops, 360-degree spins, fake shots, players hitting the ice, drop passes, hooking, and one-timers. You can also trade and create players, get in fights, and fire off fancy signature moves with star players.

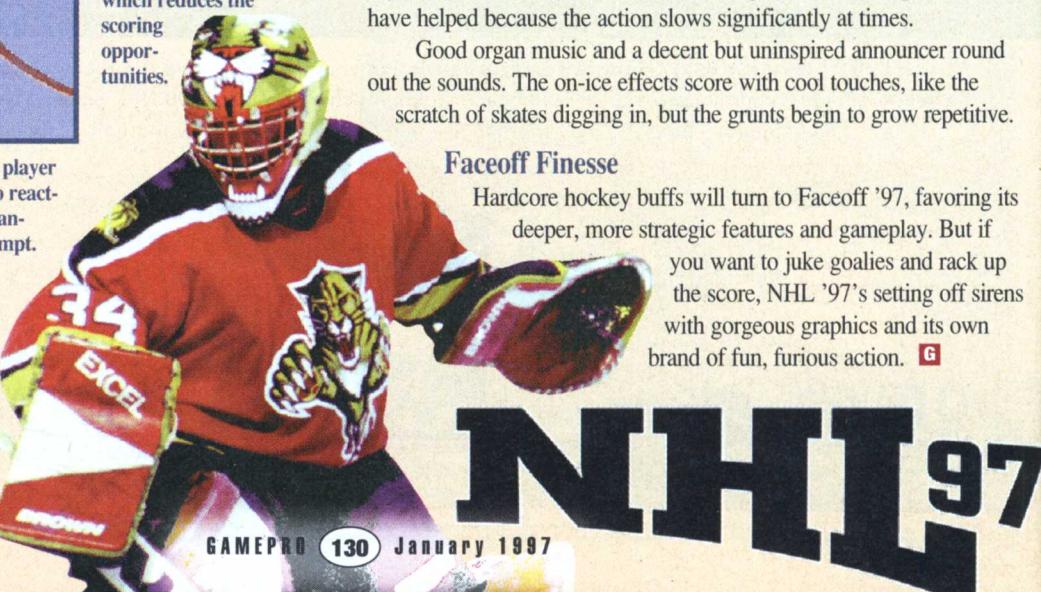
However, NHL '97 falls behind on the strategy side by failing to provide the icon-based passing and coaching strategies (which enable you to call different offensive and defensive plays) that added unprecedented depth to Faceoff '97. Still, NHL '97 certainly isn't a shallow game, and many players may prefer its high-octane gameplay.

Genesis pros will readily adapt to the comfortable controls. Skating and stick handling respond very smoothly with a much more life-like feel that's mildly tricky at first. On the down side, the finicky player switching some-



PROTIP: If you're controlling an agile player like Mario Lemieux, lure the goalie into reacting early, then use some snappy stick handling to maneuver around his save attempt.

PROTIP: If you don't have time to nail the puck carrier with a check, help out your goalie by laying down in front of the shot, which reduces the scoring opportunities.



NHL '97 by EA Sports				
Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.0	4.0	4.5	ADJ
\$59.95	9 views			
Available now	Replay value: High			
Hockey	ESRB rating: Kids to Adults			
8 players				

PROTIP: When taking control of your goalie, anticipate your opponent's shot early and begin your save before he actually shoots.

PROTIP: Signature moves, especially fancy dekes like Paul Coffey's, are among the best ways to juke the defense.

PROTIP: The hip check (Button R2) is the most effective way to take down opponents, especially when controlling powerful players like Chelios.

PROTIP: If you're in a faceoff at your opponent's net, you'll score regularly with a one-timer to the wing in front of the goal.

times interferes with taking over the key player, and occasionally it's hard to set up precision passing with just the directional pad to aim the puck.

Polygon Power

NHL '97 rules the rink in graphics. Spectacular animations bring the game to life as goalies scramble for the puck and players splatter into the boards after blistering checks. The polygonal look, though chunky, adds a strong 3D feel, and you'll find names and numbers on the jerseys, as well as real-life masks on all the goalies. A faster pace would have helped because the action slows significantly at times.

Good organ music and a decent but uninspired announcer round out the sounds. The on-ice effects score with cool touches, like the scratch of skates digging in, but the grunts begin to grow repetitive.

Faceoff Finesse

Hardcore hockey buffs will turn to Faceoff '97, favoring its deeper, more strategic features and gameplay. But if you want to juke goalies and rack up the score, NHL '97's setting off sirens with gorgeous graphics and its own brand of fun, furious action. **G**

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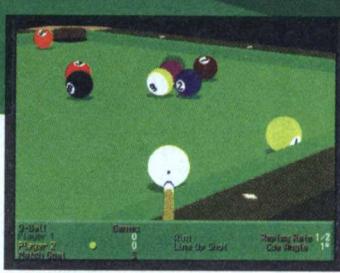
PlayStation.



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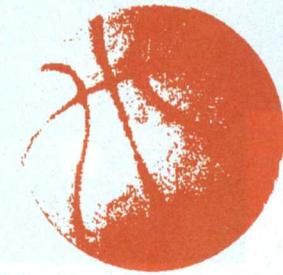


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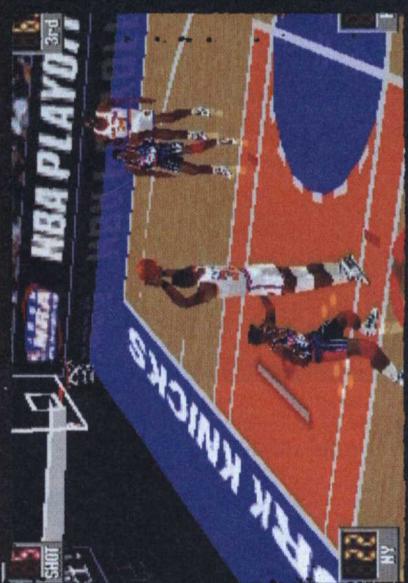
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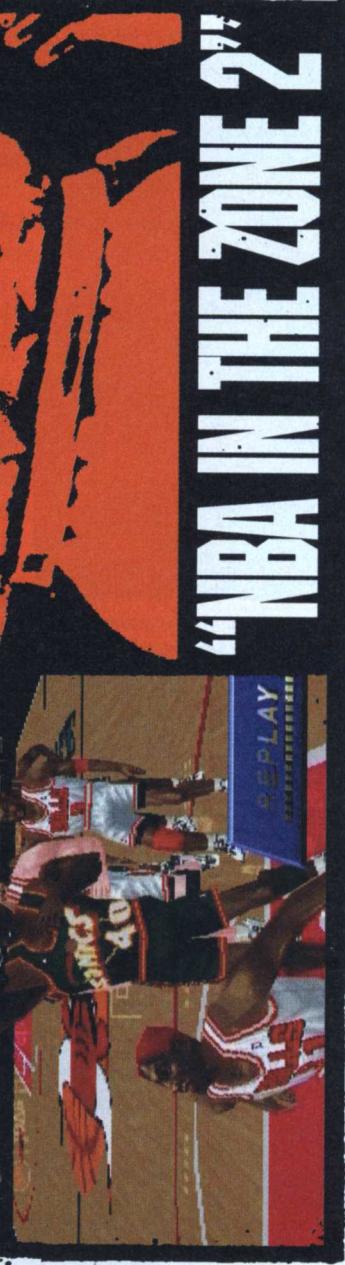
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MLB Pennant Race Slides into Second



MLB Pennant Race

By Air Hendrix

PlayStation

The eternally delayed Pennant Race finally hit store shelves just in time for the World Series, but its closest competitor, Triple Play, walks off the field with top honors—especially in terms of graphics and sounds. Pennant Race still scores well with strong features and entertaining gameplay.

Long Fly Ball

Pennant Race digs in at the plate with a fairly exhaustive list of features. Gamers will find all the major-league teams and players, a complete set of modes, trades and player creation, and arcade or sim action. Cool standouts, like switching fielder depth on the fly and the perfectly staggered difficulty levels, add to the fun.

The controls generally respond well. Batters blast away with three swings and two controllable slides, while pitchers sling three pitches at three speeds in sim mode or just control the break with the directional pad in arcade mode. Dives, jumps, and speed bursts help you chase the ball in the field.

That all adds up to a thorough arsenal, but the list of flaws is sizable, too. Pitching and batting are shallow in comparison with Triple



PROTIP: You can tap the throw buttons early to set up a string of throws between bases, so always go for the multiple outs.

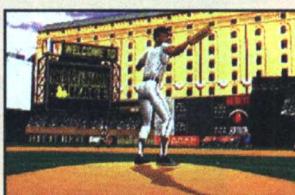
Play, which gives you much greater control over details like batting stance and position on the mound. More serious problems pop up, too: When fielding, you're often stuck controlling a player that's too far from the ball, and a few lingering bugs crop up (swung-on strikes are sometimes balls). Even with these

problems, Pennant Race's gameplay packs enough depth and realism to deliver a fun day at the park.

Infield Fly

Visually, Pennant Race goes for an illustrated 2D look that falls short of Triple Play's gorgeous polygonal style. If you like the look, though, Pennant Race does it well—the fluidly moving fielders are particularly nice. Best of all, its zippy frame rate makes for much smoother action compared to how slowly Triple Play chugs along.

Padres announcer Jerry Coleman calls the action with a colorful



PROTIP: Position your batting cursor inside the strike zone before the pitch is thrown so you can quickly judge whether it's a ball.

variety of phrases, but frequently (and frustratingly) he's just dead wrong. The in-game effects perform well, but the crowd's too quiet.

Safe at Second

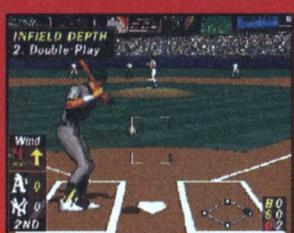
If you're a casual PlayStation baseball fan who needs only one baseball game, stick with Triple Play. But the hardcore will get a lot out of Pennant Race. Despite its quirks and flaws, this solid baseball title earns its place among Sony's topnotch sports line. **G**

MLB Pennant Race by Sony				
Graphics	Sound	Control	Fun Factor	Challenge
4.0	3.5	4.0	4.5	ADJUSTABLE
\$59.99	Available now	Multiple views	Replay value: High	ESRB rating: Kids to Adults
Baseball	2 players			

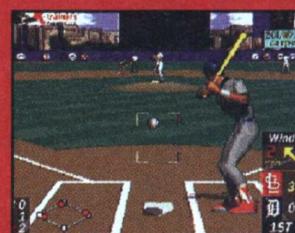
Pennant Race Tips



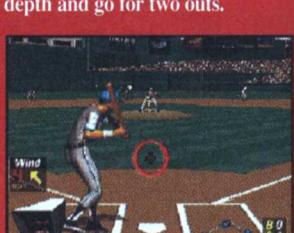
PROTIP: Jump to catch flies when your fielder's in the ball's path.



PROTIP: With a man on, pull your fielders up to double-play depth and go for two outs.



PROTIP: If you get a strike on a fastball, try a breaking ball to the same spot on the next pitch so that it slides away from a spot that's become familiar.



PROTIP: If you just whiffed, the next pitch will likely come on the other side of the strike zone, so line up your cursor accordingly.

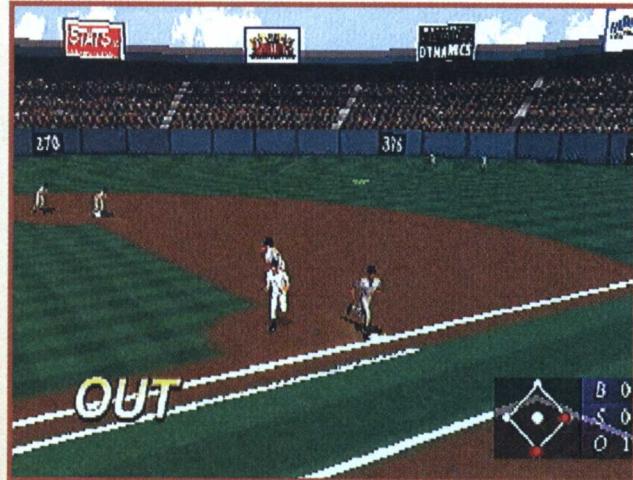


3D Baseball

By Scary "Swing King" Larry

Saturn

Although this graphically impressive game brings baseball into the 32-bit stadium with ease, it's a double-

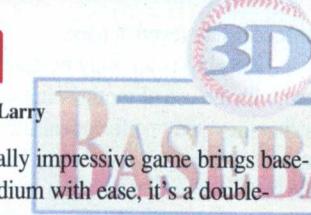


PROTIP: Getting your runner back to base on an unsuccessful steal requires more time than it's worth. Use the hit-and-run to advance instead.

edged bat. Great graphics are offset by substandard controls and the most infuriating play-by-play since the O.J. Simpson freeway chase.

Swing Time

The rendered polygonal graphics are done with a sense of realism unseen in baseball games so far. Players swing, pitch short double-play balls to second base, and slide with major-league panache.



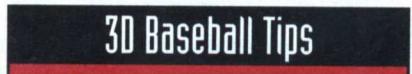
3D Baseball by Crystal Dynamics				
Graphics	Sound	Control	Fun Factor	Challenge
4.0	3.0	3.0	3.0	INTERMEDIATE
Price not available	Multiple views			
Available now	Replay value: Medium			
Baseball	ESRB rating: Kids to Adults			
2 players				

The sounds don't square up so solidly. The announcer is funny and direct in his comments—but he wears very thin after a short while. He also favors some players with more verbal kudos than others.

Control is the game's biggest offender. Fielding the ball is ridiculously hard—throws to first base on easy grounders to the shortstop are often intercepted by the second baseman. Also, pop flies are hard to catch because getting your player to the ball is a long, laborious, and often unsuccessful prospect.

Balk!

The control and sound problems might have been overlooked if the game had flawless gameplay and a better license (you get real players, but no real teams or stadiums). Without these problems, 3D Baseball would have rivaled World Series for the Saturn king of the swing. As it is, it's better than Big Hurt but less than satisfactory for hardcore baseball fans. **G**



PROTIP: When you see a pitcher heaving on the mound, he's tired and easily rocked on pitches.



PROTIP: As soon as a pitch is blasted into the outfield, move the directional pad toward the ball. It's the only way to get a player over to the ball quickly enough to make a play.

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FIFA Soccer '97

By Johnny Ballgame

PlayStation

FIFA '97 kicks the competition to the curb with improved graphics, superior sound, and World Cup-winning gameplay that will have you shouting "G-O-A-L!" at the top of your lungs for weeks.

Dribble Delirium

FIFA features four modes of play and more than 4200 professional players from 12 international leagues. You can play in "friendly" single matches, tournaments, leagues, or playoffs, and you can change conditions like the game's length, field, injuries, and fouls. New this year is the option to play in either the traditional outdoor stadium or the new indoor arena, where the field is shorter and the action rockets by at an

SOCER

FIFA Soccer '97 Tips



PROTIP: Dribble the ball down the side of the field, and when you see a teammate streak toward the goal, lob-pass him the ball for a header or bicycle kick.



PROTIP: Keep the ball on your side of the field to not only increase your offensive output, but to decrease your opponent's shots-on-goal.



PROTIP: When you're around your opponent's goalie, be careful when slide-tackling. If you take the goalie out by accident you'll be automatically ejected.

unsoccer-like feverish pace.

The players are fully rendered, and with the use of motion-capture technology, they perform realistic, smoothly animated moves like bicycle kicks, headers, heel kicks, and one-timers. Goalies dive heroically to save games, dribblers use turbo

speed toward the goal, and defenders slide-tackle with a viciousness unseen in other soccer titles. The only problem graphically is that when the ball hugs the wall in the indoor stadium, it's sometimes difficult to see what's going on.

The sound scores in ways that will make other game companies jealous. Three international play-by-play announcers provide detailed, side-busting commentary on the action, while the crowd's cheers and chants totally envelop you in all the excitement and enthusiasm of the world's most popular sport.

Worth Its Weight in Goals

FIFA '97 demands attention and respect not only from soccer fans, but from sports gamers in general. You'll be kicking yourself all winter if you let it pass you by. **G**



Sega Worldwide Soccer '97

By The Weekend Warrior

Saturn

The slick soccer action in Sega Worldwide Soccer '97 rates as fast fun on the Saturn. A major enhancement of last year's Worldwide Soccer, Worldwide '97 features more teams, more options, and sharper graphics, delivering a completely fresh, must-play gaming experience.

Everything and the World

Worldwide '97 serves up 48 international teams from the USA to Cameroon. The game is bursting with options, including four modes like Exhibition and World Cup Tournament, customizable rosters, player creation, four difficulty levels, and the ability to adjust all play parameters from the time to the weather.

Soccer strategists will ponder long and hard over a wide assortment of offensive and defensive options, which feature seven types of tactics and 12 player formations. You can change strategies on the fly, and detailed stats follow each game.

Visual Goals

Worldwide '97 scores many visual goals with sharp graphics, clearly rendered players, detailed on-field environments, well-designed menu screens, and extremely smooth player animations. Four camera angles and an Instant Replay mode present a comprehensive overview of the field and action. The impressive graphics are complemented by smooth, easy-to-learn controls, pumping rock soundtracks, and sharp digitized sound effects that complete the soccer experience.

Sega Worldwide Soccer '97
By Sega Sports

Graphics	Sound	Control	Fun Factor	Challenge	ADJ
4.5	4.0	4.5	4.5	4.5	ADJUSTABLE

\$49.99
Available now
Soccer
4 players (with adapter)

48 teams
4 views
Replay value: High
ESRB rating: Kids to Adults

Worldwide '97 Tips



PROTIP: Never slide-tackle from behind, or you'll be penalized. A shoulder tackle from behind is less risky, however.



PROTIP: For the best shot at the goal, take the ball to a corner, allow your teammates to gather in front of the goal, then lob the ball back to the center so they can knock it in.



PROTIP: If the ball gets bogged down deep near your goal, use the radar to see where most of your team is clustered and clear the ball to them.

Worldwide '97 rewards the Saturn faithful with a great sports game that would be a standout on any system. The great gameplay and graphics make Worldwide '97 accessible to soccer diehards and novices alike. Go for the goal! **G**



3D Baseball

By Johnny Ballgame

PlayStation

3D Baseball is the equivalent of a muscle-bound minor leaguer who looks like a top prospect, but strikes out in every at bat when he finally gets his shot in the majors.

Bichette Happens

All your favorite real players are represented, from Bonds to Belle, but there are no authentic teams, uniforms, or stadiums. Instead you play in four fields of screams with names like Crystal Yards and The Stadium. The only two modes available are Exhibition and Pennant Race, and although the graphics rank among the best of any baseball game, the gameplay's among the worst.

Player movement is incredible and includes everything from lifelike batter stances to sweep tags on sliding base runners. The problem is that when the ball is in play, the camera switches to a close-up of the fielder to show off the awesome animation. This makes it difficult to know what's happening on the rest of the field, and it throws off the timing of both the base runner and defender.

Even worse, the physics of gameplay are so screwed up that you'll witness fly balls that start to fall, only to rise back into the sky. When a pitcher throws a change-up, your swing frustratingly slows down along with the ball.

Van Earl Wright is the glitchy announcer who's totally off-base with most of his calls, and the crowd sounds more like a car speeding by than people cheering.

3D Baseball by Crystal Dynamics

Graphics	Sound	Control	Fun Factor	Challenge
4.5	2.0	2.0	2.5	INT INTERMEDIATE

Price not available
Available now
Baseball
2 players

Multiple views
Replay value: Low
ESRB rating: Kids to Adults

For Whom the Belle Tolls

Disappointing to say the least, 3D Baseball is strictly minor-league material. Fans of the diamond should stick to Triple Play for the best PlayStation baseball game to date. **G**



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SPORTS INSIDER PREVIEWS



NFL '97

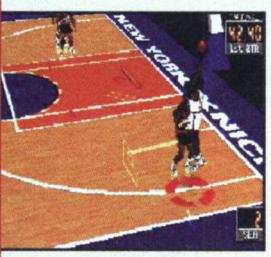
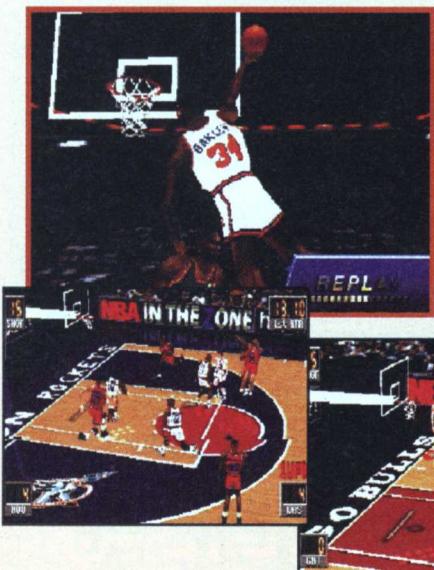
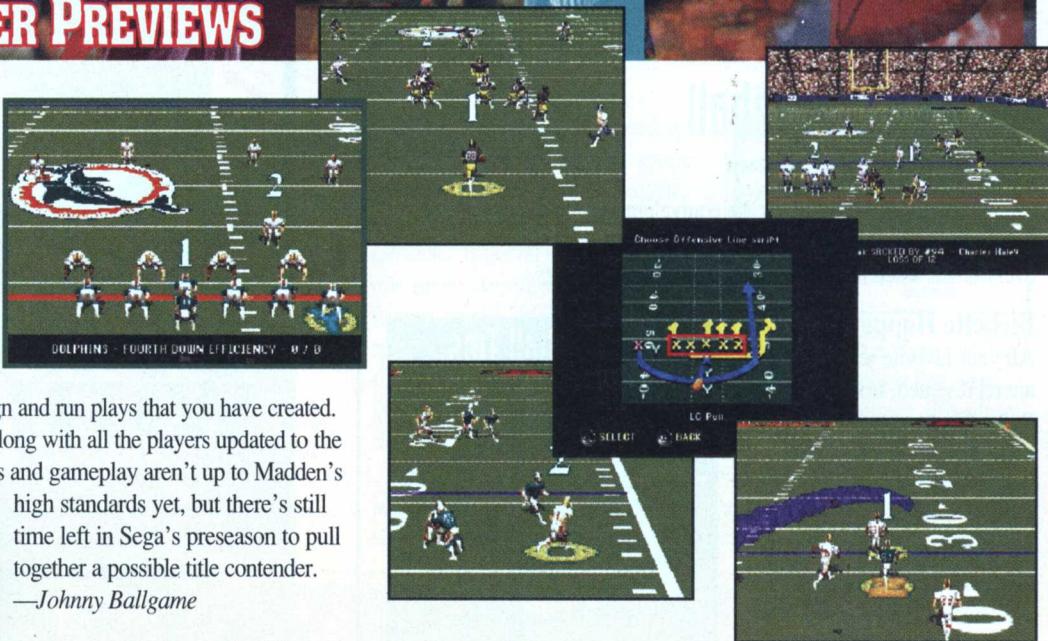
Saturn

Sega's preparing for gridiron battle with NFL '97, a title that it hopes can compete with EA's football legend, Madden NFL '97. Sega's NFL '97 offers playbooks unique to each team and a play editor that allows you to design and run plays that you have created. All 30 NFL teams are represented, along with all the players updated to the start of the '96 season. The graphics and gameplay aren't up to Madden's high standards yet, but there's still time left in Sega's preseason to pull together a possible title contender.

Developed and published
by Sega Sports

Available now

80% COMPLETE



NBA: In The Zone 2



PlayStation

In The Zone returns for its second season of arcade-style five-on-five basketball with high-flying graphics but brick-laying depth. New this year are substitutions and the ability to play both a full season

or playoffs, but any type of strategy is still sorely missing. So far the only play you can run is the post, and on offense, players don't move away from the ball. Konami needs plenty of practice before the upcoming season if

it hopes to compete with NBA Live '97.

—Johnny Ballgame



Developed and published
by Konami

Available December '96

80% COMPLETE



Daytona USA Championship Circuit Edition

Saturn

Sega tries to heat up the racetrack as Daytona USA Championship Circuit Edition power-shifts onto the Saturn. Circuit Edition's features include two new tracks, several new cars, and a two-player split-screen option. All the courses are now supposed to zip by in high-res graphics

and with a frame rate faster than before. How-

ever, the caution flag is up as the frame-rate upgrade and planned retooling of the original Daytona's redraw problem weren't available in this early version. Hopefully, these problems will be corrected before Circuit Edition rolls off the Sega assembly line.—Bruised Lee



Developed and published
by Sega Sports

Available December '96

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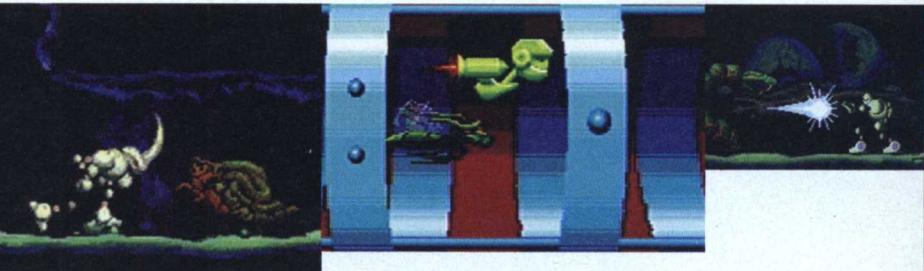
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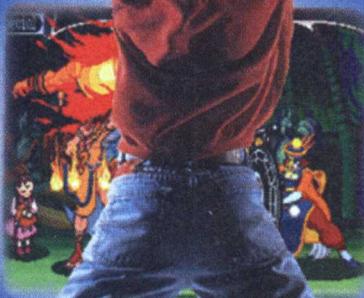
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ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • JANUARY '97

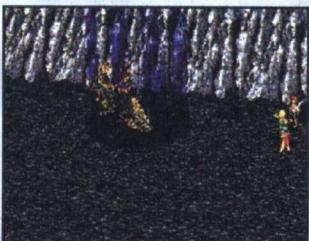


By Art Angel

Konami's highly anticipated *Suikoden* delivers a superlative RPG experience. What separates *Suikoden* from other RPGs are a great story line, sensational sounds, and a user-friendly interface.

Suikoden's Story

You play as the general's son who must choose between your loyalty to the Emperor or your promise to a dying friend who's a member of the rebelling Liberation Army. Since correcting the injustice in the kingdom requires careful decision-making, you interact with over 100 characters and many subplots that neatly tie up the final denouement.



PROTIP: Spread your runes among all your characters so you can take on bigger creatures with lots of HP.

Though its gameplay is similar to classic RPGs such as *Chrono Trigger*, *Suikoden* has one big difference that makes it stand out: Its user-friendly interface. Inventories are clearly laid out, making this an especially effortless game to play.

and the three types of combat (person to person, party versus party, and army battles) are entertaining enough to



PROTIP: Boost your army's power before going into battle so you'll have a better chance when you're undermanned.

make *Suikoden* appealing to every gamer, even those who typically don't like RPGs.

Hits and Misses

Graphically, *Suikoden* is uneven. The character sprites are nice and crisp until you see the pixelated closeups. The backgrounds, especially in the isometric 3D view, are



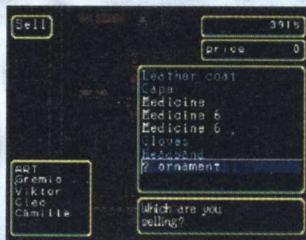
PROTIP: Save all healing items until you're facing the larger monsters because they can kill you with just one or two hits.

a bit bland. The special effects for spells and special attacks are a sight to behold, but the

gameplay lacks any full-motion-video (FMV) or eye-opening cut scenes.

Balancing the inconsistent graphics is *Suikoden*'s outstanding sound. Most notable is the game's soundtrack, which captures the true feel of each setting and scenario. The loud-and-clear effects for attacks and spells all ring true.

Overall, *Suikoden* is a topnotch, classic-style RPG with a deep, evolving story line and smooth, efficient gameplay. If the graphics had been tweaked and more FMV/cut scenes been inserted, this game would be one



PROTIP: Appraise any unknown antiques. You may have a special item, or you may be duped by merchants.

of the best ever. However, it stands as one of the best RPGs on the PlayStation, and probably won't be surpassed until *Final Fantasy VII* is released. **G**



THE TOP TEN BEST RPGs EVER

1. The Legend of Zelda (Super NES)
2. Final Fantasy 3 (Super NES)
3. Lunar: Eternal Blue/Silver Star (Sega CD)
4. Breath of Fire II (Super NES)
5. Phantasy Star IV (Genesis)
6. Secret of Mana (Super NES)
7. Chrono Trigger (Super NES)
8. Super Mario RPG (Super NES)
9. Might and Magic II (Genesis)
10. Final Fantasy 2 (Super NES)



PROTIP: Place your missile-carrying characters in the rear of the formation. Hand weaponry is useless when it's kept in the back row.



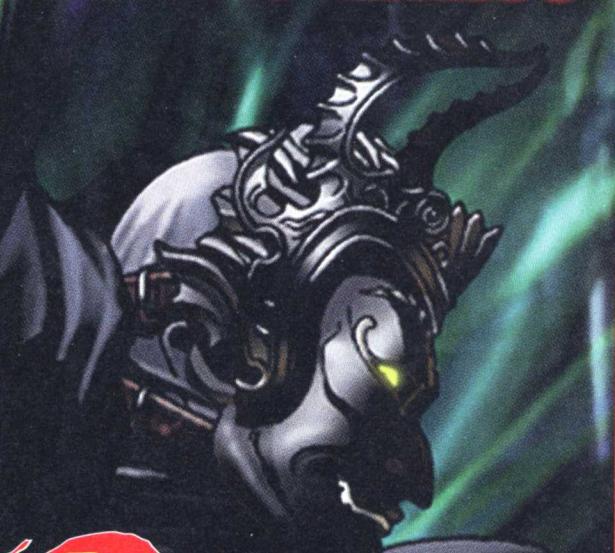
PROTIP: Avoid lower-level enemies whenever possible; if you duke it out with all of them, they're likely to score a hit.

Suikoden by Konami				
Graphics	Sound	Control	Fun Factor	Challenge
3.5	5.0	5.0	4.5	INTERMEDIATE
Price not available	Available now	Angled overhead view	Replay value: High	ESRB rating: Kids to Adults
Fantasy/RPG	1 player			

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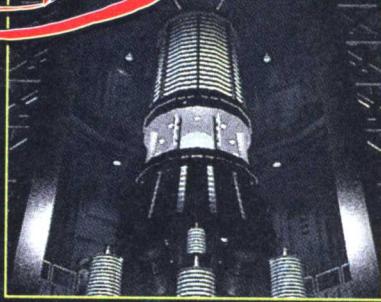
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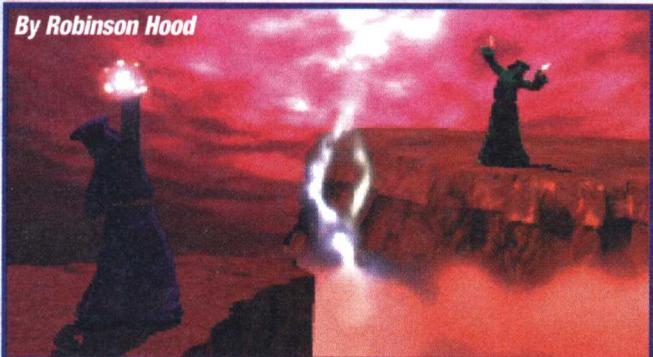


MAGIC: The Gathering—BattleMage

PlayStation

Saturn

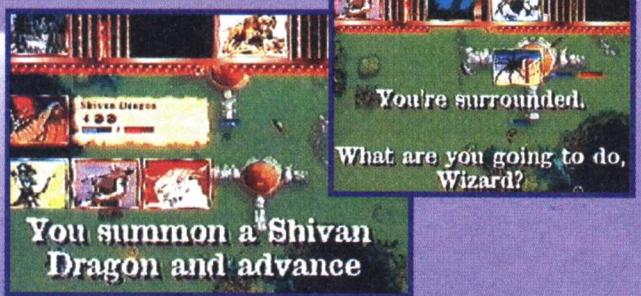
By Robinson Hood



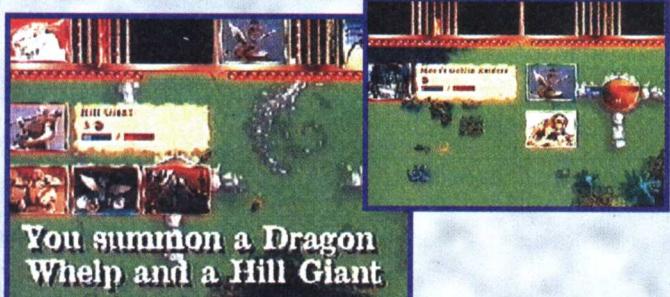
Magic, the wildly popular card game that's the biggest RPG sensation since *Dungeons and Dragons*, finally materializes in the video game world, ready to cast spells of enchantment on all who venture to play.

The Story

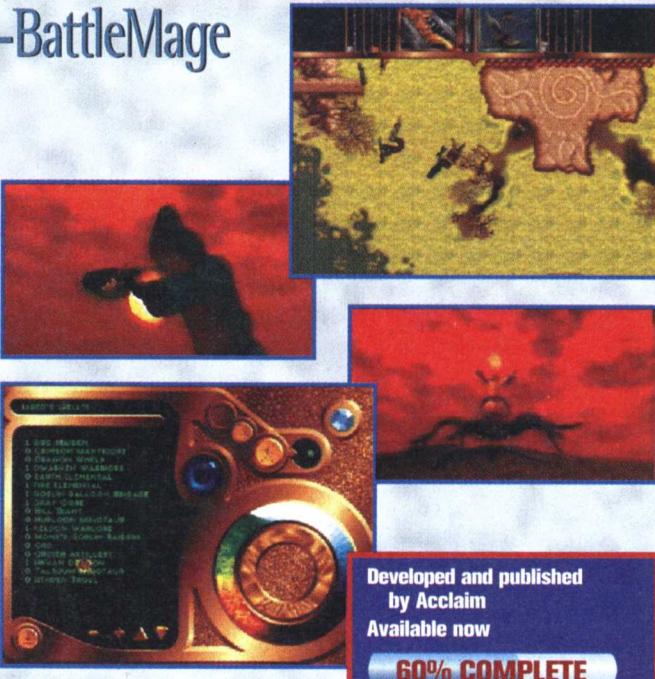
Six mighty wizards are lured to the land of Corondor by Ravidel, a ruthless plainswalker who's gone insane from the hardships of war. His desire is that the wizards weaken each other so he can destroy them all, thereby becoming the most powerful creature in the universe. Three of the warring wizards are Conquerors, who are trying to capture as much land and power as possible, while the other three are Defenders, seeking merely to protect the land and people of Corondor from battle and bloodshed.



You summon a Shivan Dragon and advance



You summon a Dragon Whelp and a Hill Giant



Developed and published
by Acclaim
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Gameplay

Magic offers two modes of gameplay: The Duel mode enables one or two players (using a split screen) to engage in Magic-style war, just as if they were playing the card game. This means you battle your opponent with cards that display over 200 creatures, spells, artifacts, and enchantments from the *Magic: The Gathering* series. In addition to pre-made, random, or custom decks of cards, you can also choose new cards from the expansion deck called *Mirage*.

The Campaign mode is more like a strategic war-sim adventure where players build armies, research spells, and conquer territories on their way to a final showdown against Ravidel. When you encounter enemies, play shifts to the Duel mode, where you must once again use spell and creature cards to destroy the enemy and capture his mana.

With all the expectations surrounding this game, hopefully Acclaim will make some 32-bit Magic this holiday season.



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STAR GLADIATOR

PlayStation

Star Gladiator breaks Capcom's old trend of 2D fighting, and opens up a whole new 3D fighting world. Here, we give you a breakdown of the general gameplay skills that will help you get used to and soon excel in the 3D fighting environment. We include a complete move list for the nine fighters and show you how to perform some of their best combos.

By Bruised Lee

Basic Skills

Here are some basic skills you should know and use during a fight.

3D Movement

Each fighter has the ability to circle around an opponent and attack from different directions. This movement can also be used to avoid any ring-out victories.



Tap (\rightarrow G) to circle toward the screen; tap (\leftarrow G) to circle away from the screen.



Plasma Reversals

Use Plasma Reversals to predict an opponent's attack and counter it. To properly counter an incoming move, you must counter with the same move your opponent attacks with. For example, if an opponent attacks with a Vertical Slash, you must counter with a Vertical Slash.

Note: You can't counter kick attacks.

Plasma Revenge

A Plasma Revenge move blocks and counters incoming moves.



Tap (\leftarrow A G) for a Vertical Slash counter; or tap (\leftarrow B G) for a Side Slash counter.



Plasma Reflect

Plasma Reflect moves ricochet attacks, thus leaving your opponent off balance for an attack.



Tap (\rightarrow A G) for a Vertical Slash counter; or tap (\rightarrow B G) for a Side Slash counter.

Knockdown Attacks



When you knock down an opponent, tap \uparrow and any attack button to score an extra hit.

Get Up and Fight

When your fighter is knocked down during a match, there are several ways to recover offensively and defensively.

Roll Backwards

While on the ground, tap \leftarrow

Roll Forward

While on the ground, tap \rightarrow

Roll to the Side

While on the ground, tap G

Getting-Up Attack

While on the ground, tap K

Low Getting-Up Attack

While on the ground, tap (\downarrow K)

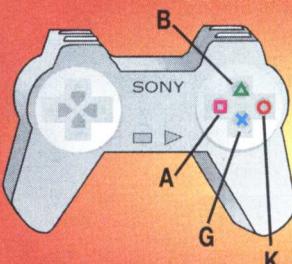
Against Air Attack

While on the ground, tap \downarrow , (\uparrow K)



Tap (A B K) to execute a Plasma Special.

Controller Legend



\rightarrow = Toward B = Side Slash
 \leftarrow = Away G = Guard
A = Vertical Slash K = Kick

Motion = Move the joystick in one smooth, continuous motion.

Charge = Hold the direction or button indicated for the time indicated.

() = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

SPECIAL STRATEGY SECTION: STAR GLADIATOR

Hayato



BASIC SKILLS

Overhead Slash

Tap (\rightarrow A)

Charging Slash

Tap (\rightarrow B)

Side Kick

Tap (\rightarrow K)

Juggle Attack

Tap (\downarrow A)

Trip Slash

Tap (\downarrow B)

Sidestep Kick

Tap (\downarrow K)

Charging Stab

While running, tap A

Double Side-Stab

While running, tap B, B

Flying Kick

While running, tap K

SPECIAL MOVES

Overhead Swing



Motion $\rightarrow \downarrow \downarrow \leftarrow A$

Turnaround Slice



When your back is to an opponent, tap A

Super Overhead Swing



With the dagger, motion $\rightarrow \downarrow \downarrow \leftarrow A$

Grab Move



When in close, tap (A B)

Takedown



Motion $\downarrow \downarrow \rightarrow B$, tap B

Sword Extender



Tap $\downarrow, \downarrow, \downarrow$

Super Grab



With the dagger, tap $\rightarrow, \leftarrow, \rightarrow, \leftarrow, K$

Behind Grab



When behind an opponent, tap (A B)

Small Jump

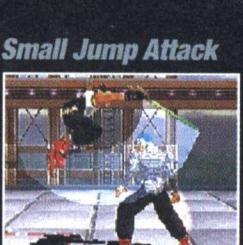


Tap (G K)

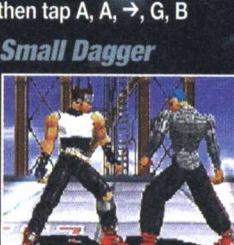
Sword Control

Note: Five moves can follow the Sword Control move.

Small Jump Attack



Tap (G K), A or B



Do the Sword Extender, then tap A, A, \rightarrow , G, B

Uppercut



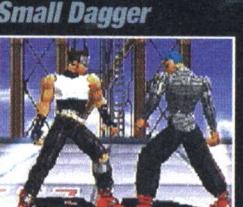
With the dagger, motion $\downarrow \downarrow A$

Crouching Grab



When both players are crouching, tap (A B)

Small Dagger



Do the Sword Control, then tap $\downarrow, \downarrow, \downarrow$

Power Bomb



With the dagger, tap $\rightarrow, \leftarrow, \rightarrow, \leftarrow, K$

Kick Grab



When in close, tap $\rightarrow, \leftarrow, \rightarrow, \leftarrow, K$

Four-Hit Juggle-Stab Combo



Tap (\leftarrow B)



Tap (\downarrow A)



Tap A



Tap A

Four-Hit Juggle-Kick Combo



Tap (\downarrow A)



Tap K



Tap K



Tap K

Two-Hit Grab Combo



Tap (\leftarrow B)



Tap (A B)

Final Combo



Tap A



Tap A



Tap A



Tap K



Tap A



Tap (\uparrow A)

SPECIAL STRATEGY SECTION: STAR GLADIATOR

SPECIAL MOVES

Punch Combo



Motion $\downarrow \searrow \rightarrow A$, tap A

Flash Kick



Tap $\downarrow, (\uparrow K)$

Snap-Kick Combo



Motion $\downarrow \leftarrow K$, tap K

Cartwheel



Motion $\downarrow \leftarrow G$

Grab Move



When in close, tap (A B)

Spin Combo



Motion $\downarrow \searrow \rightarrow A$, tap K

Flash to Uppercut



Tap $\downarrow, (\uparrow K), A$

Big Bang



Tap (K G), A, A, $\rightarrow, (G B)$

Back Flip



Tap (K G)

Behind Grab



When behind an opponent, tap (A B)

North Star



Tap $\leftarrow, (\rightarrow B), K$

Flying Spin-Kick



Motion $\downarrow \leftarrow \leftarrow K$

Moonsault Kicks



When your back is to an opponent, tap K, (K G)

Camel Clutch



When an opponent is face up on the ground, tap $\rightarrow, \leftarrow, K$

Crouching Grab



When both players are crouching, tap (A B)



BASIC SKILLS

Overhead Slash

Tap ($\rightarrow A$)

Spin Slash

Tap ($\rightarrow B$)

Roundhouse Kick

Tap ($\rightarrow K$)

Low Slash

Tap ($\searrow B$)

Knee Charge

Tap ($\searrow K$)

Sweep Kick

Tap ($\leftarrow K$)

Butt Flip

While running, tap A or B

Slide Kick

While running, tap K

Juggle Attack

Tap ($\searrow A$)

Final Combo



Tap A



Tap K



Tap K

Killer Combos



Tap K



Tap B



Tap ($\uparrow K$)

Five-Hit Flash-Kick Combo



Tap $\downarrow, (\uparrow K)$



Tap A



Tap B



Tap B



Tap B



Tap K



Tap B



Tap ($\uparrow K$)

Three-Hit Turnaround Combo



Tap ($\leftarrow B$)



Motion $\downarrow \leftarrow \leftarrow K$



Tap K

Five-Hit Juggle Combo



Tap A



Tap A



Tap K



Tap A



Tap A

June

SPECIAL STRATEGY SECTION: STAR GLADIATOR

Saturn

SPECIAL MOVES

BASIC SKILLS

Overhead Slash

Tap (\rightarrow A)

Side Slash

Tap (\rightarrow B)

Head-Butt

Tap (\rightarrow K)

Knockdown Attack

Tap (\downarrow A)

Low Slash

Tap (\downarrow B)

Juggle Kick

Tap (\downarrow K)

Diving Head-Butt

While running, tap A or B

Chest Dive

While running, tap K

Killer Combos

Four-Hit Turnaround Juggle Combo



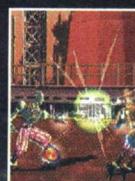
Tap (\leftarrow B)



Tap \rightarrow , (\downarrow K)



Tap A



Tap (\rightarrow A)

Five-Hit Ground-to-Air Combo



Tap A



Tap A



Tap K



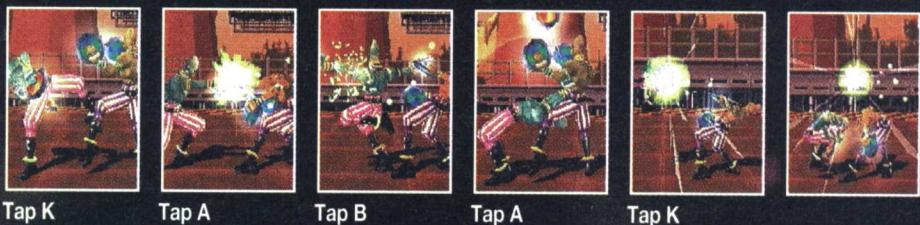
Tap K



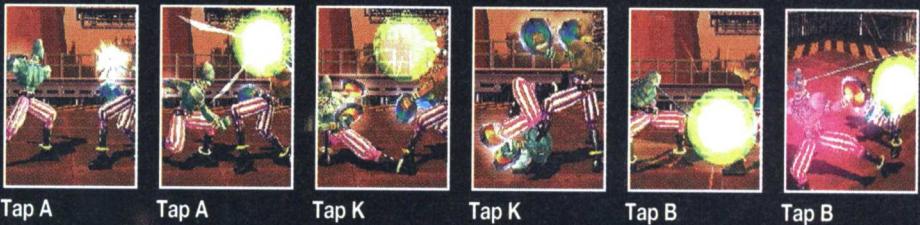
Tap A



Six-Hit Bouncing Combo



Final Combo



SPECIAL STRATEGY SECTION: STAR GLADIATOR

SPECIAL MOVES

Up-Lift Combo



Tap ($\rightarrow A$), A

Gamof Press



When an opponent is face down on the ground, tap \leftarrow , ($\rightarrow K$)

Swing and a Hit



When in close, motion $\downarrow \rightarrow K$, tap B

Jump Over



Tap (G K)

Stab Shot



Tap ($\downarrow B$), ($\rightarrow A$)

Spinning Pile Driver



Motion $\rightarrow \downarrow \downarrow \leftarrow \leftarrow K$

Giant Swing



When behind an opponent, motion $\rightarrow \downarrow \downarrow \leftarrow \leftarrow K$

Grab Move



When in close, tap (A B)

Tornado Strike



Tap \leftarrow , ($\rightarrow B$), B, B

The Swing



When in close, motion $\downarrow \rightarrow K$

Forward Roll



Motion $\downarrow \leftarrow \leftarrow (G K)$

Behind Grab



When behind an opponent, tap (A B)

Crouching Grab



When both players are crouching, tap (A B)

Gamof

BASIC SKILLS

Overhead Slash

Tap ($\rightarrow A$)



Side Slash

Tap ($\rightarrow B$)

Head-Butt

Tap ($\rightarrow K$)

Juggle Attack

Tap ($\downarrow A$)

Low Slash

Tap ($\downarrow B$)

Flip Kick

Tap ($\downarrow K$)

Diving Flip Kick

While running, tap A or B, or tap B, B

Chest Dive

While running, tap K

Killer Combos

Final Combo



Tap A



Tap B



Tap B



Tap A



Tap K



Tap A

Four-Hit Big-Fist Combo



Tap K



Tap A



Tap K



Tap B

Five-Hit Ground-Smack Combo



Tap K



Tap A



Tap K



Tap A

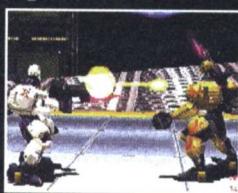


Tap K

SPECIAL STRATEGY SECTION: STAR GLADIATOR

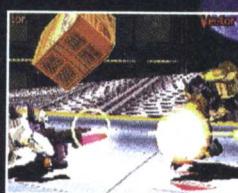
SPECIAL MOVES

High Beam



Tap (→ A)

Low Beam



Tap (↓ A)

Hover Strike



Motion ↓ ← ← A

Mad Dive



Tap ↓, ↑, K

Back Dash



Tap (← G K)

Chainsaw



Tap (B)

Drill Kick



Tap (↑ K)

Laser Strike



Motion ↓ → → K

Flying Drill



Tap ↓, ↑, K, (↓ K)

Grab Move



When in close, tap (A B)

Behind Grab Special



When behind an opponent, tap (A B), A

Behind Laser



When behind an opponent, tap K

Behind Grab



When behind an opponent, tap (A B)

Leg Split



Tap (→ K), K

Crouching Grab



When both players are crouching, tap (A B)

BASIC SKILLS

Low Slash

Tap (↓ B)

Shoulder Charge

While running, tap A or B

Charging Drill Kick

While running, tap K

Vector



Killer Combos

Three-Hit Takedown Combo



Tap (← K)



Tap A



Five-Hit Laser Combo



Tap B



Tap A



Tap K



Tap B



Tap K

Final Combo



Tap K



Tap A



Tap K



Tap A



Tap K



Tap K

Five-Hit Air-Shot Combo



Tap A



Tap A



Tap K



Tap K



Tap A

SPECIAL STRATEGY SECTION: STAR GLADIATOR

Gerelt



BASIC SKILLS

Low Stab
Tap (\rightarrow A)

Low Slice
Tap (\rightarrow B)

Snap Kick
Tap (\rightarrow K)

Juggle Attack
Tap (\downarrow A)

Low Trip
Tap (\downarrow B)

Sweep Kick
Tap (\downarrow K)

Elbow Charge
While running, tap A or B

Slide Kick
While running, tap K

SPECIAL MOVES

Joust Stab



Tap (\leftarrow A)

Flip Attack



Tap \leftarrow , (\rightarrow A K)

Diagonal Roll



Tap \leftarrow , (\rightarrow G K)

Grab Move



When in close, tap (A B)

Charging Storm



Motion \downarrow \nwarrow \rightarrow A, tap A

Spinning Attack



Tap \leftarrow , \leftarrow A, tap A, A

Elbow Smash



Tap \rightarrow , (\rightarrow K)

Snap-Kick Combo



Motion \downarrow \nwarrow \rightarrow A, tap K

Rising Arrow



Motion \rightarrow \downarrow \nwarrow \leftarrow A, tap (\rightarrow A)

Standing Storm



Motion \rightarrow \downarrow \nwarrow \leftarrow A, tap A, A

Arrow Trip



Motion \rightarrow \downarrow \nwarrow \leftarrow A, tap B

Arrow Snap Kick



Motion \rightarrow \downarrow \nwarrow \leftarrow A, tap K

Behind Grab



When behind an opponent, tap (A B)

Crouching Grab



When both players are crouching, tap (A B)

Wild Kicks



Tap (\downarrow K), (\leftarrow K)

The Cracker



When an opponent is face down on the ground, tap \rightarrow , (\leftarrow K)

Three-Hit Turnaround-Kick Combo



Tap (\leftarrow B)



Tap (\downarrow K)



Tap (\leftarrow K)

Four-Hit Juggle Combo



Tap (\leftarrow B)



Tap (\downarrow A)



Tap A



Tap B

Final Combo



Tap A



Tap A



Tap A



Tap K



Tap A



Tap A



Tap (\leftarrow B)



Tap (\leftarrow A)



Tap \rightarrow , (\leftarrow K)

Three-Hit Backbreaker Combo

SPECIAL STRATEGY SECTION: STAR GLADIATOR

Rimgal

BASIC SKILLS

Overhead Swing

Tap (→ A)

Base Hit

Tap (→ B)

Meal Bite

Tap (→ K)

Low Charge

Tap (↓ B)

Charge Knockdown

Tap (↓ K)

Tail Whip

Tap (← K)

Tail Trip

Tap (↖ K)

Skull Drive

While running, tap A

Crazy Wave

While running, rapidly tap B

Sliding Bite

While running, tap K

Three-Hit Volcano-Kick Combo



Tap (← B), →,
→



Motion ↓ ↖ ←
K



Killer Combos

Final Combo



Tap A



Tap A



Tap K



Tap A



Tap A



Tap K

Four-Hit Juggle-Stab Combo



Tap K



Tap K



Tap B



Tap A

Three-Hit Meal-Bite Combo



Tap (→ K)



Tap A



Tap A

SPECIAL MOVES

Dino Flame



Motion ↓ ↘ → K

Double Volcano Kick



Motion ↓ ↖ ← K, tap K

Lie-Down Bite



Tap ↓, ↓, K

Back Dash



Tap →, (← G K)

Super Flame



Motion ← ↖ ↓ ↘ → K

Sidestep Kick



Tap ←, (→ K)

Lie-Down Low Flame



Tap ↓, ↓, motion ↓ ↘ → K

Grab Move



When in close, tap (A B)

Volcano Kick



Motion ↓ ↖ ← K

Lie Down



Tap ↓, ↓

Hell Float



When an opponent is
behind you, tap K

Behind Grab



When behind an opponent,
tap (A B)

Air Attack

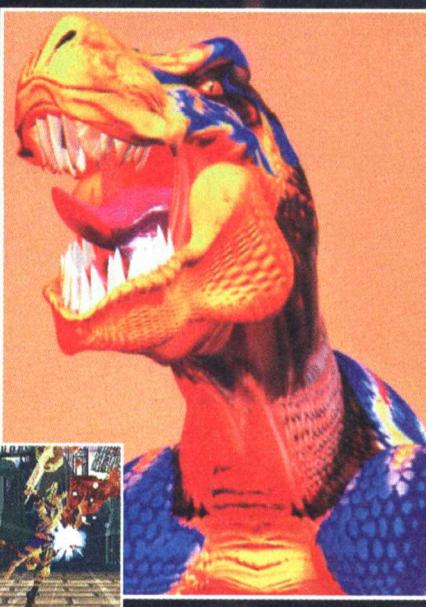


When an opponent is in
the air, tap ↓, (↑ K)

Crouching Grab



When both players are
crouching, tap (A B)



SPECIAL STRATEGY SECTION: STAR GLADIATOR

Gore

BASIC SKILLS

Overhead Swing

Tap (\rightarrow A)

Sideswipe

Tap (\rightarrow B)

Snap Kick

Tap (\rightarrow K)

The Stab

Tap (\downarrow A)

Low Spin Attack

Tap (\downarrow B)

Kick Knockdown

Tap (\downarrow K)

Back Flip

Tap (\leftarrow K)

Charging Kicks

While running, tap A

Kick Slide

While running, tap K

SPECIAL MOVES

Bubble Attack



Motion $\downarrow \searrow \rightarrow$ A

Stone Cold



Motion $\downarrow \searrow \rightarrow$ B

Super Stomp



Motion $\downarrow \swarrow \leftarrow$ K, tap K, K

Grow



Tap $\downarrow, \downarrow, \downarrow$

Maximum Stab



When you reach maximum size, tap (\rightarrow A)

Get-Up Attack



After being knocked down, tap (\downarrow K)

Suicide Attack



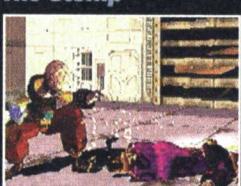
When an opponent is behind you, tap A

Maximum Size



After growing, tap $\downarrow, \downarrow, \downarrow$; to shrink, rapidly tap \downarrow

The Stomp



When an opponent is down, tap (\downarrow K)

Behind Grab



When behind an opponent, tap (A B)

Lie Down



Tap (\downarrow G K) to lie down; tap G to get up

Grab Move



When in close, tap (A B)

Jump Slice



Motion $\downarrow \swarrow \leftarrow$ A

Power Ball



When an opponent is face down on the ground, tap $\rightarrow, (\leftarrow$ K)

Four-Hit Sphere-Bite Combo



Tap (\leftarrow B)



Tap $\rightarrow, (\rightarrow$ K)



Tap K



Tap $\rightarrow, (\leftarrow$ K)

Eight-Hit Super-Juggle Combo



Tap B



Tap B



Tap B



Tap A



Combos



Tap B



Tap B



Tap B



Tap B

Final Combo



Tap B



Tap A



Tap B



Tap A



Tap B



Tap A



Tap A



Tap A

SPECIAL STRATEGY SECTION: STAR GLADIATOR

Zelkin

BASIC SKILLS

Overhead Swing

Tap (\rightarrow A)

Side Slash

Tap (\rightarrow B)

Hammer Kick

Tap (\rightarrow K)

Rising Blade

Tap (\downarrow A)

Sliding Blade

Tap (\downarrow B)

Sky Snipe

Tap (\leftarrow A)

Dashing Blade

While running, tap A or B

Spring Missile

While running, tap K

SPECIAL MOVES

Stab Attack



Tap \leftarrow , (\rightarrow A)

Flying Roundhouse



When your back is to an opponent, tap K, K

Fast Descent



While jumping, tap (\downarrow G)

Grab Move



When in close, tap (A B)

Thunder Blade



Tap \leftarrow , (\rightarrow B)

Super Jump



Tap \downarrow , \uparrow

Air Dash



Tap \downarrow , \uparrow , \rightarrow , \rightarrow

Behind Grab



When behind an opponent, tap (A B)

Air Dive



During a jump, tap (\downarrow A)

Air Float



While jumping, tap (A B)

Blue Storm



Motion \rightarrow \downarrow \downarrow \leftarrow \leftarrow K, tap K, K

Crouching Grab



When both players are crouching, tap (A B)

Killer Combos

Four-Hit Turnaround Combo



Tap (\leftarrow B)



Tap A



Tap A



Tap B



Two-Hit Grab Combo



Tap (\leftarrow B)



Tap (A B)

Final Combo



Tap A



Tap A



Tap K



Tap A



Tap A



Tap (\uparrow A)



Tap

Join the Party and

OK, *GamePro* readers. How much *GamePro* history do YOU know? Here are 10 brain twisters for you to find the answers to. The answers are spread throughout this issue of *GamePro*. Look sharp and you'll find them.



Write all your answers on a 3X5 postcard and send the card to: GamePro 100th Issue!, P.O. Box 5960, San Mateo, CA 94402. If your entry is chosen, you get a shot at winning

YOUR SHARE of the tons of awesome, exclusive video game prizes that we've received from our game company sponsors! Thanks for being a *GamePro* reader for our past 100 issues, and here's to the next 100!

trivia

1 What game was voted by our editors as the best 16-bit action/adventure game ever?

2 In what month did *GamePro* switch from being a bimonthly to a monthly magazine?

3 What was the first game to get perfect ratings from a *GamePro* reviewer?

4 On what date did the SNES make its U.S. debut?

5 How many video game magazines besides *GamePro* have sold 500,000 issues in one month?

A. None B. One
C. Two D. Three

6 Somewhere in this issue is a statement about how many pages of *GamePro* that have been printed during the last 100 issues. What is that quoted number?

A. "over 10,000 pages"
B. "over 20,000 pages"
C. "over 50,000 pages"
D. "over 500,000 pages"

7 Which system has the most games on the editors' list of top-ten sports games?

8 Name the four other pseudonyms used by Dr. Zombie.

9 One of our editors used the persona "Conan," but he wasn't Conan the Barbarian. What was our Conan's occupation?

10 What were our ProReviews originally called?

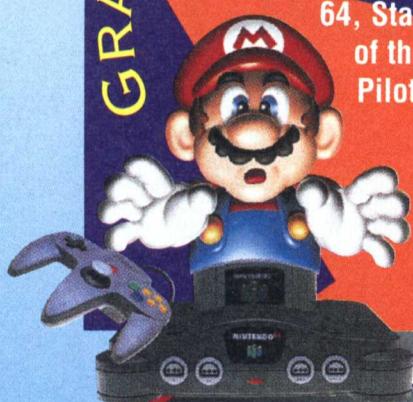
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3 Three grand prize winners will receive a Nintendo 64 game system, Super Mario 64, Star Wars: Shadow of the Empire, and Pilotwings 64 games!



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1st prize winner will receive an Accolade game pack including a PlayStation game system, three Accolade games and more!

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2nd prize winners will receive a game backpack filled with a Game Boy Pocket, video games, and other great game gifts!

2ND PRIZE!



15

3rd prize winners will receive a 1 year subscription to GamePro magazine, a GamePro t-shirt, poster and a bundle of other game-related goodies!

3RD PRIZE!

4TH PRIZE

35 4th prize winners will receive a GamePro t-shirt and a special surprise!



Official Rules and Regulations

No purchase necessary. One entry per person. Answer all (10) questions on a 3x5 card and send it with your name, full address, your age, and complete phone number with area code to: GamePro 100th Issue!, P.O. Box 5960, San Mateo, CA 94402. All official entries must be received no later than February 14, 1997. All duplicate entries of violator will be voided. GamePro Media Group assumes no responsibility for late, misdirected, incomplete, or illegible entries. Void where prohibited.

Awarding of Prizes The following prizes (with corresponding estimated retail values) are guaranteed to be awarded. Three (3) Grand Prize winners will each receive a Nintendo 64 game system, Super Mario 64, Star Wars: Shadows of the Empire, and Pilotwings 64 games. (Total prize package estimated value \$1500.00.) One (1) First Prize winner will receive a PlayStation game system, 3 Accolade games of their choice, and 1 other PlayStation game. (Total prize package estimated value \$500.00.) Six (6) Second Prize winners will receive a game backpack filled with a Game Boy Pocket, video games, and other game gifts. (Total prize package estimated value \$2000.00.) Fifteen (15) Third Prize winners will receive a one-year subscription to GamePro, a GamePro t-shirt, poster, and other game gifts. (Total prize package estimated value \$1800.00.) Thirty-five (35) Fourth Prize winners will receive a GamePro t-shirt and a surprise gift. (Estimated value \$900.00.) Winners will be determined on February 28, 1997. Winners will be notified by phone and/or mail. Grand prize winners will be required to reply within five days following notification. In the event of noncompliance within this time period the grand prize will be

forfeited and a new grand prize winner will be selected. Winners' entries and acceptance of prizes constitutes permission to use their names, photographs, and likenesses for purposes of advertising and promotion on behalf of GamePro Media Group without further compensation. Winners are responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will be announced in a future issue of GamePro magazine.

Eligibility Employees of GamePro Media Group and all participating sponsors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible.

Liabilities This promotion is operated by GamePro Media Group, which is solely responsible for its conduct, completion and awarding of prizes. All decisions of GamePro Media Group on all matters relating to this promotion are final. GamePro Media Group assumes no liabilities resulting from the use of prizes.

Prize Restrictions Alternative prizes or cash will not be offered in lieu of prizes described above. Prizes may not be substituted, transferred, or exchanged. All prizes will be awarded by March 28, 1997. Eligible to residents of the contiguous United States only, except for Rhode Island. Contents of each prize may vary from photograph.

Unclaimed Prizes If an individual winner does not claim their prize by May 2, 1997, the prize will be forfeited back to the perspective supplier. Prizes cannot be claimed after the sweepstakes has been completed.

THE FIGHTER'S EDGE

TOURNAMENT-WINNING COMBOS AND STRATEGIES

Power Move

PlayStation

Pro Wrestling

Step into the ring with some of the most realistic wrestling to date! We show you Power Move's gameplay features, the moves for all 12 wrestlers, and how to play as the three hidden characters.

By Bruised Lee

Basic Skills

Here are some basic skills for each wrestler.

Run

To run, tap □

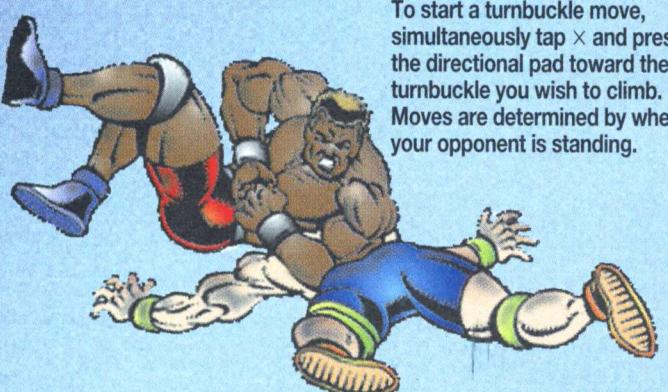
Get Out of the Ring

When near the ropes, simultaneously tap □ and press the directional pad toward the ropes.



Throw Opponent Out of the Ring

To throw an opponent out of the ring, tap □ when you and your opponent are near the ropes.



To start a turnbuckle move, simultaneously tap × and press the directional pad toward the turnbuckle you wish to climb. Moves are determined by where your opponent is standing.



Turnbuckle Attack

When your opponent is facing the turnbuckle, tap □ to bash his head into the turnbuckle.



Turnbuckle Move



To start a turnbuckle move, simultaneously tap × and press the directional pad toward the turnbuckle you wish to climb. Moves are determined by where your opponent is standing.

Downed Opponent

Use these skills after you knock down an opponent. The moves vary depending on where you're standing.

Face Down on the Mat

When near an opponent's head, tap △

When near an opponent's feet, tap △

When near an opponent, tap ×

Face Up on the Mat

When near an opponent's head, tap △

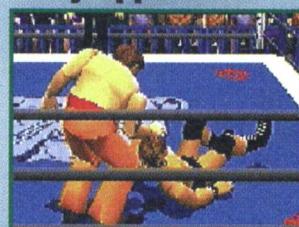
When near an opponent's feet, tap △

When near an opponent, tap ×

Flip Over

Tap □ when near your opponent's midsection to flip him over.

Dizzy Opponent



When near an opponent's head, tap □ to pick him up by the hair and make him dizzy. You can then perform another move.

The Drag

To drag an opponent across the mat, tap □ when standing near your opponent's feet. This is best used to set up a turnbuckle move.

Spin Dizzy Opponent

When near a dizzy opponent, tap □ to turn him around. You can then perform your next move.



Controller Legend

Motion = Move the joystick in one smooth, continuous motion.

Charge = Hold the direction or button indicated for the time indicated.

() = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

THE FIGHTER'S EDGE

Da Judge

Standard Moves

Note: Performed when opponent is facing you.

Headlock



Tap △

Neck Breaker

Tap △ and any direction

Snap Mare

Tap ○

Body Slam

Tap ○ and any direction

Kick

Tap ×

Uppercut

Tap × and any direction

Dizzy: Facing You

Note: Performed when opponent is dizzy and facing you.

Arm Breaker



Tap △

Small Package

Tap △ and any direction

Suplex

Tap ○

Leg Sweep

Tap ○ and any direction

Forearm Smash

Tap ×

Dizzy: Facing Away

Note: Performed when opponent is dizzy and facing away from you.

Abdominal Stretch

Tap △

Back Slide

Tap △ and any direction

Power Suplex



Tap ○ and any direction

Suplex

Tap ○

Flying Kick

Tap ×

Turnbuckle Moves

Cross Body Block

Do this move when an opponent is standing.

Knee Drop

Do this move when an opponent is on the mat.

Superplex

Do this move when an opponent is dizzy and facing you.

Backward Superplex

Do this move when an opponent is dizzy and facing away from you.

Danny McGee

Standard Moves

Note: Performed when opponent is facing you.

Body Slam



Tap ○ and any direction

Headlock

Tap △

Neck Breaker

Tap △ and any direction

Snap Mare

Tap ○

Clothesline

Tap ×

Dizzy: Facing Away

Note: Performed when opponent is dizzy and facing away from you.

Abdominal Stretch

Tap △

Back Suxx

Tap ○, or tap ○ and any direction

Octopus Stretch



Tap △ and any direction

Flying Kick

Tap ×

Turnbuckle Moves

Double Axehandle

Do this move when an opponent is standing.

Flying Knee-Drop

Do this move when an opponent is on the mat.

Superplex

Do this move when an opponent is dizzy and facing you.

Backward Superplex

Do this move when an opponent is dizzy and facing away from you.

Commandant

Standard Moves

Note: Performed when opponent is facing you.

Spinning Back Kick



Tap × and any direction

Headlock

Tap △

Arm Breaker

Tap △ and any direction

Body Slam

Tap ○ and any direction

Forearm Smash

Tap ×

Dizzy: Facing You

Note: Performed when opponent is dizzy and facing you.

Arm Takedown

Tap △

Small Package

Tap △ and any direction

Frankensteiner



Tap ○ and any direction

Backbreaker

Tap ○

Drop Kick

Tap ×

Dizzy: Facing Away

Note: Performed when opponent is dizzy and facing away from you.

Bulldog



Tap ○

Abdominal Stretch

Tap △

Octopus Stretch

Tap △ and any direction

Suplex

Tap ○ and any direction

Forearm Smash

Tap ×

Turnbuckle Moves

Flying Drop Kick

Do this move when an opponent is standing.

Moonsault

Do this move when an opponent is on the mat.

Frankensteiner

Do this move when an opponent is dizzy and facing you.

Backward Superplex

Do this move when an opponent is dizzy and facing away from you.

Cross Body Block

Do this move when an opponent is outside the ring.

ZOMBIE

Standard Moves

Note: Performed when opponent is facing you.

DDT



Tap ○, or tap ○ and any direction

Neck Breaker

Tap ○ and any direction

Headlock

Tap △

Snap Mare

Tap ○

Body Slam

Tap ○ and any direction

Chop

Tap ×

Power Kick

Tap × and any direction

Dizzy: Facing Away

Note: Performed when opponent is dizzy and facing away from you.

Octopus Stretch

Tap △, or tap △ and any direction

Flying Kick

Tap ×

Backward Suxx



Tap ○, or tap ○ and any direction

Turnbuckle Moves

Flying Shoulder

Do this move when an opponent is standing.

Knee Drop

Do this move when an opponent is on the mat.

Superplex

Do this move when an opponent is dizzy and facing you.

Backward Superplex

Do this move when an opponent is dizzy and facing away from you.

Shoulder Block

Do this move when an opponent is outside the ring.

THE FIGHTER'S EDGE

Chain Gang

Standard Moves

Note: Performed when opponent is facing you.

Body Slam



Tap ○

Headlock

Tap △, or tap △ and any direction

Suplex

Tap ○ and any direction

Chop

Tap ×

Kick

Tap × and any direction

Dizzy: Facing You

Note: Performed when opponent is dizzy and facing you.

The Buster



Tap ○ and any direction

Arm Breaker

Tap △

Arm Takedown

Tap △ and any direction

DDT

Tap ○

Chop

Tap ×

Dizzy: Facing You

Note: Performed when opponent is dizzy and facing away from you.

Arm Takedown

Tap △, or tap △ and any direction

Backward Supplex

Tap ○

German Suplex



Tap ○ and any direction

Sweep Kick

Tap ×

Turnbuckle Moves

Elbow Drop

Do this move when an opponent is on the mat.

Drop Kick

Do this move when an opponent is standing.

DDT

Do this move when an opponent is dizzy and facing you.

Backward Superplex

Do this move when an opponent is dizzy and facing away from you.

MALIBU MIKE

Standard Moves

Note: Performed when opponent is facing you.

Belly Suplex



Tap ○ and any direction

Headlock

Tap △

Neck Breaker

Tap △ and any direction

Snap Mare

Tap ○

Slap

Tap ×

Chop

Tap × and any direction

Dizzy: Facing Away

Note: Performed when opponent is dizzy and facing away from you.

Arm Takedown

Tap △

Back Slide

Tap △ and any direction

Clothesline



Tap ×

German Suplex

Tap ○

Flying Suplex

Tap ○ and any direction

Turnbuckle Moves

Knee Drop

Do this move when an opponent is on the mat.

Drop Kick

Do this move when an opponent is standing.

Belly Flop

Do this move when an opponent is dizzy and facing you.

Chock Slam

Do this move when an opponent is dizzy and facing away from you.

Lance

Standard Moves

Note: Performed when opponent is facing you.

Slap



Tap ×

Headlock

Tap △

Arm Breaker

Tap △, or tap △ and any direction

Body Slam

Tap ○

Kick

Tap ○, or tap ○ and any direction

Chop

Tap × and any direction

Dizzy: Facing You

Note: Performed when opponent is dizzy and facing you.

Arm Takedown



Tap △, or tap △ and any direction

Hard Press

Tap ○

Power Bomb

Tap ○ and any direction

Kick

Tap ×

Dizzy: Facing Away

Note: Performed when opponent is dizzy and facing away from you.

Arm Takedown

Tap △ and any direction

Bulldog

Tap ○

Sleeper Hold



Tap △

Back Suplex

Tap ○ and any direction

Clothesline

Tap ×

Turnbuckle Moves

Flying Clothesline

Do this move when an opponent is standing.

Elbow Drop

Do this move when an opponent is on the mat.

Superplex

Do this move when an opponent is dizzy and facing you.

Backward Superplex

Do this move when an opponent is dizzy and facing away from you.

Egyptian

Standard Moves

Note: Performed when opponent is facing you.

Neck Breaker



Tap △ and any direction

Headlock

Tap △

Body Slam

Tap ○

Suplex

Tap ○ and any direction

Slap

Tap ×

Chop

Tap × and any direction

Dizzy: Facing You

Note: Performed when opponent is dizzy and facing you.

Arm Takedown

Tap △ and any direction

Bulldog

Tap ○

Arm Breaker

Tap △

Sleeping Hold



Tap △

Suplex

Tap ○ and any direction

Clothesline

Tap ×

Turnbuckle Moves

Flying Butt-Smash

Do this move when an opponent is standing.

Flying Stomp

Do this move when an opponent is on the mat.

Superplex

Do this move when an opponent is dizzy and facing you.

Backward Superplex

Do this move when an opponent is dizzy and facing away from you.

This space available for immediate occupancy.

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THE FIGHTER'S EDGE

AREA 51

Standard Moves

Note: Performed when opponent is facing you.

Piledriver



Tap ○ and any direction

Headlock

Tap △

Neck Breaker

Tap △ and any direction

Suplex

Tap ○

Slap

Tap ×

Punch

Tap × and any direction

Dizzy: Facing You

Note: Performed when opponent is dizzy and facing you.

Arm Breaker



Tap △

Arm Takedown

Tap △ and any direction

Frankensteiner

Tap ○

Power Bomb

Tap ○ and any direction

Slap

Tap ×

Dizzy: Facing Away

Note: Performed when opponent is dizzy and facing away from you.

German Suplex

Tap ○

Back Suplex

Tap ○ and any direction

Cross Face



Tap △, or tap △ and any direction

Drop Kick

Tap ×

Turnbuckle Moves

Star Press

Do this move when an opponent is on the mat.

Flying Drop Kick

Do this move when an opponent is standing.

Superplex

Do this move when an opponent is dizzy and facing you.

Body Drop

Do this move when an opponent is dizzy and facing away from you.

Back Drop

Do this move when an opponent is outside the ring.

Agent Orange

Standard Moves

Note: Performed when opponent is facing you.

Suplex



Tap ○ and any direction

Headlock

Tap △

Arm Breaker

Tap △ and any direction

Body Slam

Tap ○

Slap

Tap ×

Chop

Tap × and any direction

Back Suplex

Tap ○

King Og

Standard Moves

Note: Performed when opponent is facing you.

Arm Takedown

Tap △

Cross Face

Tap △ and any direction

German Suplex

Tap ○

Forearm Smash

Tap ×

Turnbuckle Moves

Moonsault

Do this move when an opponent is on the mat.

Spin Kick

Do this move when an opponent is standing.

Frankensteiner

Do this move when an opponent is dizzy and facing you.

Backward Superplex

Do this move when an opponent is dizzy and facing away from you.

Flying Body Block

Do this move when an opponent is outside the ring.

Dizzy: Facing You

Note: Performed when opponent is dizzy and facing you.

Bearhug



Tap △, or tap △ and any direction

Press Slam

Tap ○

Piledriver

Tap ○ and any direction

Kick

Tap ×

Dizzy: Facing Away

Note: Performed when opponent is dizzy and facing away from you.

Sleeper Hold

Tap △, or tap △ and any direction

Backward Superplex

Do this move when an opponent is dizzy and facing away from you.

Dizzy: Facing You

Note: Performed when opponent is dizzy and facing you.

Choke Lift



Tap △, or tap △ and any direction

Clothesline

Tap ×

Turnbuckle Moves

Elbow Drop

Do this move when an opponent is on the mat.

Flying Clothesline

Do this move when an opponent is standing.

Superplex

Do this move when an opponent is dizzy and facing you.

Backward Superplex

Do this move when an opponent is dizzy and facing away from you.

Press Slam

Tap ○

Backbreaker

Tap ○ and any direction

EL TEMBLOR

Standard Moves

Note: Performed when opponent is facing you.

Kick



Tap × and any direction

Headlock

Tap △

Neck Breaker

Tap △ and any direction

Snap Mare

Tap ○

Body Slam

Tap ○ and any direction

Slap

Tap ×

Dizzy: Facing You

Note: Performed when opponent is dizzy and facing you.

Arm Takedown

Tap △

Backbreaker



Tap ○ and any direction

Frankensteiner

Tap △ and any direction

Suplex

Tap ○

Back Kick

Tap ×

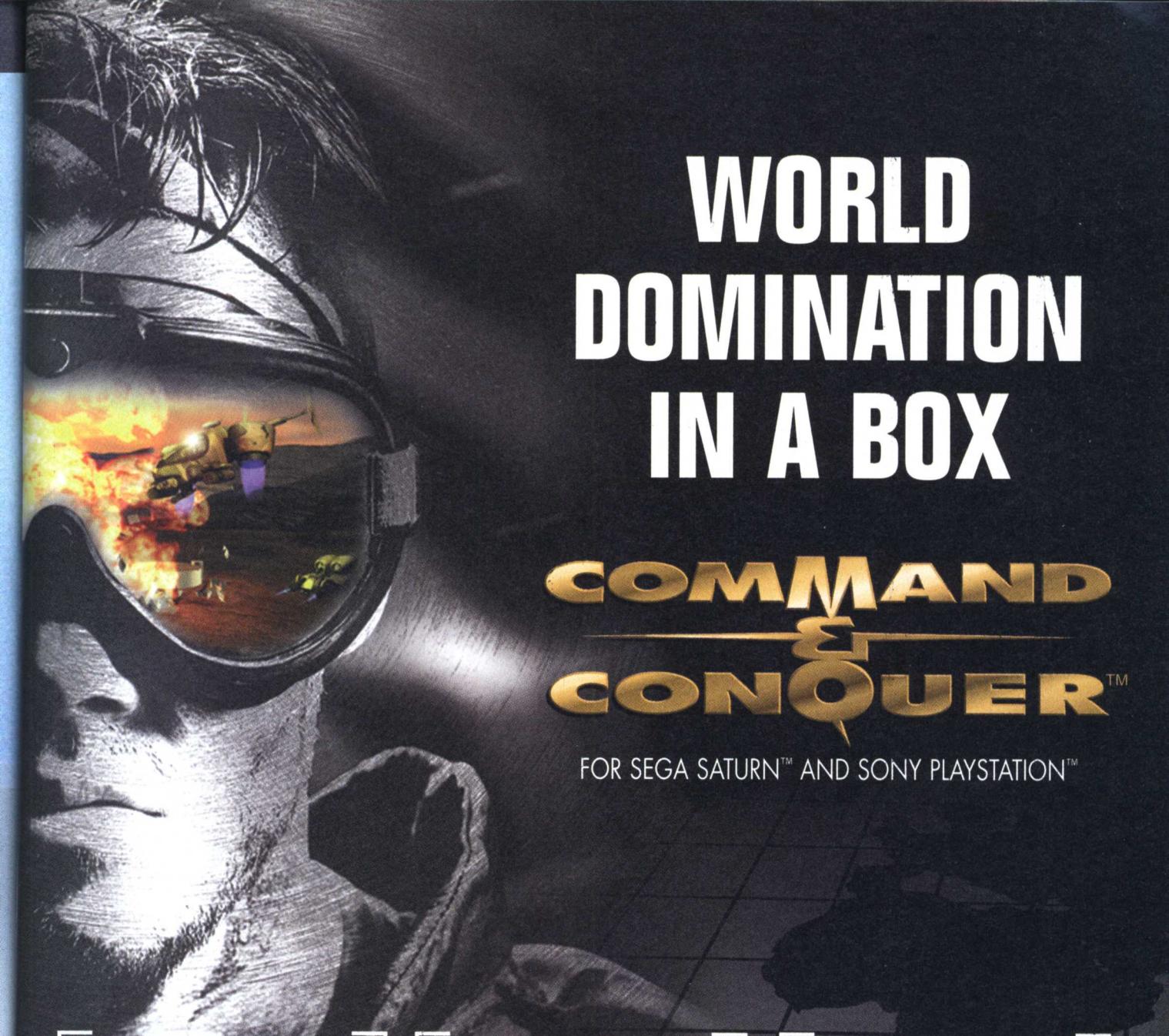
Dizzy: Facing Away

Note: Performed when opponent is dizzy and facing away from you.

Suplex



Tap ○ and any direction



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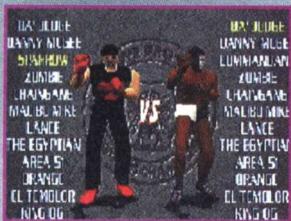
Also available on DOS, Windows®, Windows® 95 & Macintosh® CD-ROM.

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THE FIGHTER'S EDGE

The Hidden Characters

To play as the three hidden characters, enter the following codes at the title screen.



Sparrow

Press $\circ, \rightarrow, \triangle, \uparrow, \square, \leftarrow, \times, \downarrow, \text{x}, \downarrow, \square, \leftarrow, \triangle, \uparrow, \text{o}, \rightarrow$, Select. Then, at the wrestler-select screen, highlight "Commandant" and press Select.



Gorgon: The Ring Announcer

Press L1, L1, L2, R2, R1, $\triangle, \downarrow, \times, \uparrow, \text{Select}$. Then, at the wrestler-select screen, highlight "Agent Orange" and press Select.



Sallie: The Referee

Press $\uparrow, \downarrow, \leftarrow, \rightarrow, \triangle, \times, \square, \text{o}, \text{l1}, \text{r1}, \text{l2}, \text{r2}$, Select. Then, at the wrestler-select screen, highlight "El Temblor" and press Select.

Gorgon: The Announcer

Hidden Character

Standard Moves

Note: Performed when opponent is facing you.

Carry Drop



Tap \circ

Neck Breaker

Tap \triangle

Chock Lift

Tap \triangle and any direction

Man Buster

Tap \circ and any direction

Slap

Tap \times

Clothesline

Tap \times and any direction

Dizzy: Facing You

Note: Performed when opponent is dizzy and facing you.

Arm Takedown

Tap \circ

Shoulder Block



Tap \times

Headlock

Tap \triangle

Bearhug

Tap \triangle and any direction

Power Bomb

Tap \circ and any direction

Dizzy: Facing Away

Note: Performed when opponent is dizzy and facing away from you.

Bulldog



Tap \circ

Cross Face

Tap \triangle

Octopus Stretch

Tap \triangle and any direction

German Suplex

Tap \circ and any direction

Flying Kick

Tap \times

Turnbuckle Moves

Flying Clothesline

Do this move when an opponent is standing.

Kneedrop

Do this move when an opponent is on the mat.

Frankensteiner

Do this move when an opponent is dizzy and facing you.

Backward Superplex

Do this move when an opponent is dizzy and facing away from you.

Body Block

Do this move when an opponent is outside the ring.

SPARROW Hidden Character

Standard Moves

Note: Performed when opponent is facing you.

Body Slam



Tap \circ and any direction

Headlock

Tap \triangle , or tap \triangle and any direction

Snap Mare

Tap \circ

Body Slam

Tap \circ and any direction

Chop

Tap \times

Spinning Back Kick

Tap \times and any direction

Dizzy: Facing You

Note: Performed when opponent is dizzy and facing you.

Arm Breaker

Tap \triangle

Octopus Stretch

Suplex



Tap \circ

Neck Breaker

Tap \triangle and any direction

Suplex

Tap \circ

Backbreaker

Tap \circ and any direction

Kick

Tap \times

Dizzy: Facing Away

Note: Performed when opponent is dizzy and facing away from you.

Octopus Stretch



Tap \circ and any direction

Abdominal Stretch

Tap \triangle

Bulldog

Tap \circ

Suplex

Tap \circ and any direction

Drop Kick

Tap \times

Turnbuckle Moves

Double Axehandle

Do this move when an opponent is standing.

Moonsault

Do this move when an opponent is on the mat.

Superplex

Do this move when an opponent is dizzy and facing you.

Backward Superplex

Do this move when an opponent is dizzy and facing away from you.

Body Block

Do this move when an opponent is outside the ring.

SALLIE: THE REFEREE

Hidden Character

Standard Moves

Note: Performed when opponent is facing you.

DDT



Tap \circ

Frankenstein

Tap \triangle and any direction

Leg Takedown

Tap \triangle

Kneedrop

Tap \circ

Takedown

Tap \circ

Small Package

Tap \triangle and any direction

Frankenstein

Tap \circ and any direction

Kick

Tap \times

Back Kick

Tap \times and any direction

Dizzy: Facing You

Note: Performed when opponent is dizzy and facing away from you.

Tap \circ

Back Slide

Tap \triangle

Cross Face

Tap \triangle and any direction

Tiger Suplex

Tap \circ and any direction

Leg Sweep

Tap \times

Turnbuckle Moves

Star Press

Do this move when an opponent is standing.

Body Block

Do this move when an opponent is on the mat.

Superplex

Do this move when an opponent is dizzy and facing you.

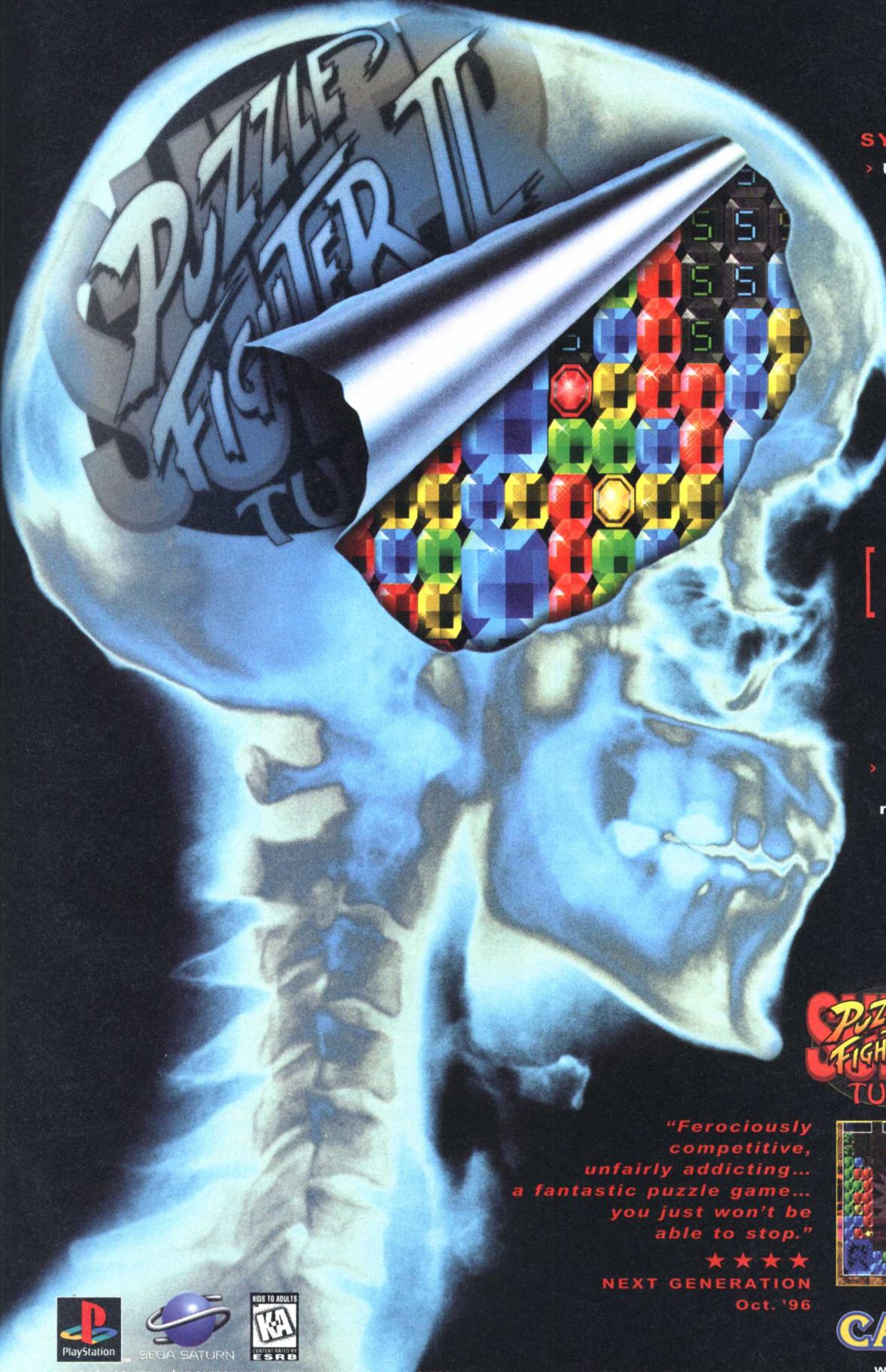
Choke Slam

Do this move when an opponent is dizzy and facing away from you.

Flying Back Drop

Do this move when an opponent is outside the ring.

[DIAGNOSIS > MIND BLOCK]



SYMPTOMS :

- › Uncontrollable compulsion to play Super Puzzle Fighter
- › Obsession with color patterns and falling gems
- › Victory induced Euphoria
- › Extreme competitive tendencies: gloating, etc.

[WARNING : HIGHLY CONTAGIOUS]

Rx :

- › Continue regimen of frequent game playing
- › Defeat friends repeatedly to relieve anxiety



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JOHNNY BALLGAME'S COMPLETE WALKTHROUGH TO

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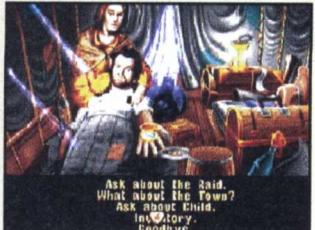
Silverload!

Silverload is one of the most difficult point-and-click adventures to hit the PlayStation. This strategy guide helps you battle werewolves, kill the infamous preacher, and complete the game.

By Johnny Ballgame

Night One

Day One



Start your journey by clicking the boot icon on the wagon to the left, then ask the couple about the raid and the storm. The man hands you a compass; place it in your inventory. Next, open the chest to the right by clicking on the operate icon, then pick up the teddy bear and give it to the man lying on the bed. Add the goggles to your inventory, then leave the caravan. Walk to the man by the fire and let him tell you about his son. After you explain your exhaustion, he hands you some beans. Place them in your inventory. Exit, and place the goggles on the gunslinger icon. When the screen darkens, place the compass in your hand, and head off between the two caravans into the storm.



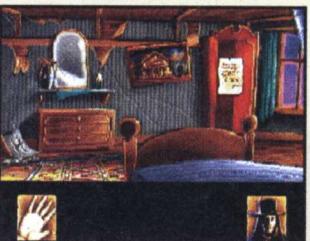
Follow the direction of the red compass until the storm passes, then remove your goggles and place them and the compass in your inventory.



To proceed, click the boot icon on the center of the gates, then move to the right until you see the skull. To enter town, walk toward the area above the skull where the road disappears.



Enter the hotel and walk to the desk. Ring the bell, then tell the innkeeper that you're just passing through, but would like a room. Place the key he gives you in your inventory, then walk behind the desk by placing the boot on the far left of the screen. Pick up the papers and the key underneath the desk, add them to your inventory, then go up the stairs to the right. In the hallway, pick up the chair and place it in your inventory.



Use the key the innkeeper gave you

to open the second door, and enter the room. Close the door behind you, and use the chair to wedge it shut. Open the wardrobe to the right of the room, and pick up the note inside. Place it in your inventory.



Use the operate icon on the chest of drawers to uncover a secret door. Unlock it using the key you found under the hotel's front desk. After Leo speaks to you, click on the sleep icon at the foot of his bed to fall asleep.

Day Two



When you awaken, return to your room, place the chair in your inventory, and leave. Go down the hallway, and get your gun from behind the desk. Place it in your inventory, and exit the hotel.



Once outside, walk over to the group of people fighting and tell the man who approaches you that you're going to teach him some manners. An Old West shootout ensues. After the shooting has stopped, enter the barn at the left of the screen.



Place the stick in your inventory, and leave the barn. Go down the alleyway between the hotel and the barn, open the door, and enter the room. Once inside, pick up the cleaver and the pan, and exit the room.



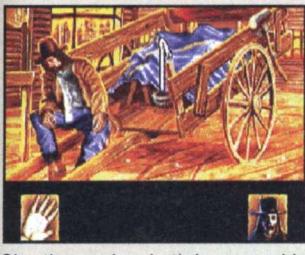
Walk further down the alley into the gun store, and walk toward the center display. Place your moneybag on top of the bullet press to purchase it, and before you leave, be sure to grab the book, read it, and place it in your inventory.



Walk to the gallows and climb above the hanging man. Use the cleaver to cut him down. Pick up the rope and add it to your inventory, then search the dead man's shirt pockets by using the hand icon, and steal his dice. The next stop is the general store. Buy the lamp, oil, matches, three bottles of medicine, and three bandages. Exit the store and walk to the saloon, where you purchase two ales and talk to the woman on the balcony. Tell her you're looking for a kidnapped child, exit the saloon, and go to the screen that has the big dumb cowboy.



SWAT BONUS SECTION

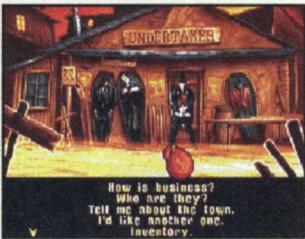


your inventory and return to the blacksmith's.



What is wrong?
What happened?
Can I help you?
I've met lots in the hotel
Inventory.

Give the cowboy both beers, and he falls asleep. Take his crowbar and mallet, then exit back to the street. Click the boot icon on the window with the light to enter Sheila's room. Sheila shouts for you to hide, so quickly click the boot icon underneath the bed to avoid the sheriff. When he leaves, come out from under the bed and talk to Sheila. When the conversation is over, you're back on the street.



How is business?
Who are they?
Tell me about the town.
I'd like another one.
Inventory.

Visit the undertaker, who's to the right of the saloon, and offer to buy one of his pictures. When he leaves, take the hammer that's to the right of the doorway and the hook off the corpse's hand. Place them in your inventory, then walk to the area with the statue. Click the boot icon on the building between the town hall and the saloon to find the livestock shed. At the livestock shed, exit to the left and enter the doors to the far left of the following area.



Select the rope from your inventory and place it on the well outside the blacksmith's. Enter the well and grab the bucket. Before leaving the area, place your rope in your inventory. Go back and enter the livestock shed. Walk up the ladder, then place the bucket under the hung pig and slice away with your cleaver. Add the bucket of blood to

use the small key you just found to unlock the picture frame. Next, operate the switch above the keyhole, then operate the bookcase to find the torture room. Enter the room, and walk onto the magic circle on the floor. Make sure the scroll is in your hand.



Give the bucket of blood to the crazed man in the blacksmith's, then wait for him to leave. After day turns to night, grab the tongs, diary, and shovel for your inventory.



Night Two



Return to the area with the statue and use the tongs at the statue's base to grab the gold seal for your inventory. Walk to the doors of the town hall, and use the crowbar to break the lock. Once inside the town hall, enter the door at the top of the stairs, and use the eye icon to look at the pile of clothes. Pick up the key, place it in your inventory, then click the hand icon on the middle shelf of the bookcase and grab the scroll. Place it in your hand, then walk to the desk and unlock the drawer with the key you just found. Get the small key inside. Take the book on the desk, read it, then place it in your inventory. Return to the screen that shows the entire room.

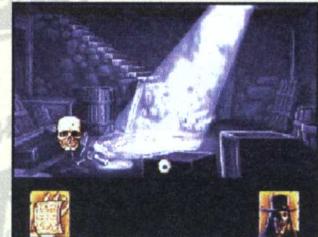


Look at the picture on the wall, then

When you enter the preacher's secret room, smash his crystal ball with your mallet, and exit the screen. Turn to the right and grab the potion off the shelf and place it on the character icon. Exit that screen, walk to the left, and smash the voodoo doll with your hammer. Place the scroll next to it in your inventory.



Teleport back to the town hall by walking on the circle—but make sure you're still holding the original scroll from the town hall. Exit the hall, and go back to the kitchen between the hotel and the barn.



Use your hammer to smash the floorboards, and enter the basement. Once inside, use your crowbar to bust open the crate, then use the eye icon to look at it. Pick up the skull and place it in your inventory.



The next place you need to visit is the graveyard. Go up to the cross and select the shovel. Dig at the base of the cross, then use the eye to look down at the bodies. Pick up the locket from the dead man's neck and place it in your inventory. Exit the area and return to the street by the saloon. Enter Sheila's window, and tell her you're tired of talking. She tries to bite you, but after she fails, tell her that you still want to help her. Once Sheila is on the bed, click the sleep icon on her to safely fall asleep.

Day Three



When morning breaks, ask Sheila what you should do, then leave her room and return to the screen with the undertaker. Exit to the far right to enter the bridge screen, where you find Sheila waiting.



Go toward the church under the mountain. When you get to the screen that has both the church and the house, enter the house to the left. Once inside, be sure the first thing you do is pull down the cover at the top of the bird cage. Next, operate the chair to the left of the screen and pick up the white robe inside the closet. Look at the book on the preacher's desk, then exit the reading screen and enter the next room. Operate the telescope to see a train, then leave the house and return to the bridge.

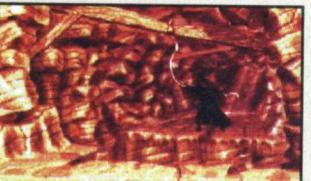
SWAT BONUS SECTION



Head to the mine entrance by clicking the boots on the end of the road. When you reach the gates, click the speech icon on the left gate. You're asked to show a pass. Pull out your gold seal and click it on the gates to enter. Beware—an extremely difficult shootout awaits. After you've killed all your enemies, enter the hut at the back of the screen. Use the eye icon to look at the boots, then pick up the key you discovered. Search the jacket that's hanging, and take the gloves you find and place them directly on your character icon. Exit the hut and use the key you just found to unlock the door of the mine entrance. Walk inside.



Operate the mine cart to the left of the screen. Make sure your hands are empty, then select the oil lamp and place it in your hand. Next, select the oil and place it on top of the lamp. Then take the matches and put them on the lamp to light it. Exit the screen to the far left, then remove the lamp from your hand and place it back in your inventory.



Place the hook in your hand, then select the rope from your inventory and place it on the hook. Use the grappling hook you've just made to swing across the gap in the floor by clicking it on the beam and pressing operate. When you land on the other side, pick up the stick to the

right of the screen, then put the lamp in your hand and exit to the far left.



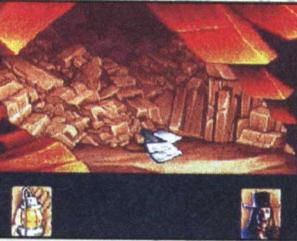
Smash the rock in front of you twice with the mallet to release some sulfur. Pick up the sulfur, place it in your inventory and return to the previous screen.

JOHNNY BALLGAME'S COMPLETE WALKTHROUGH TO PLAYSTATION

Silverload



Enter the screen to the right and place the sulfur at the feet of the werewolf that stands before you. Take the matches out of your inventory and put them on the sulfur. This causes the werewolf to fall into a pit! Pick up the pick-axe head and place it in your inventory.



Walk to the screen in the distance and pick up the dynamite. Use the eye to look at the piping on the floor, then place your hand on the pipe to strike it rich and find the silver. Enter both the dynamite and the silver into your inventory and exit the screen. Walk into the center of the next two screens and you come to the shrine screen.



Take the skull from your inventory and click it on the center of the screen to make Wolfstar appear. Tell him the old evil is trying to escape, and you reappear back at the mine. Exit all the way back to the screen with the mine cart. Operate the mine cart, and move it to the left. Remove the lamp from your hand and replace it with the dyna-

mite. Light it by selecting the matches and placing them on top, then pick up the lit stick and dump it in the cart. Move the mine cart back to the right and there's an explosion. The mine exit becomes blocked. Combine the axe head with the stick you found to make a pick axe, and place it on the pile of rocks to open the exit. Leave the mines. Go back to the screen where you chose between the undertaker and the train station, and head toward the station. When you get there, place the goggles on your face and exit the screen by heading toward the tracks. A storm begins, but exit the storm by clicking on top of the screen until you reach the train.



You now have the deadly silver bullets you need to finish the game. Place them in your inventory and exit the train screen. When you exit the screen outside of the train, you enter the second to last shootout sequence.

Night Three



When the shootout ends, you're outside the church. Return to the town hall, and teleport to the preacher's secret room. Once inside, light a stick of dynamite and put it on the pole to the left of the room. Place the scroll you found next to the voodoo doll in your hand, and walk into the magic circle. You're teleported to the top of the church for the final showdown against the werewolves and preacher.



Walk to the train's cabin and go inside. Operate the furnace, then place the coal inside and use your matches to ignite the flames. Place the frying pan in your hand, put the silver inside the pan, then place them both inside the furnace. Select the

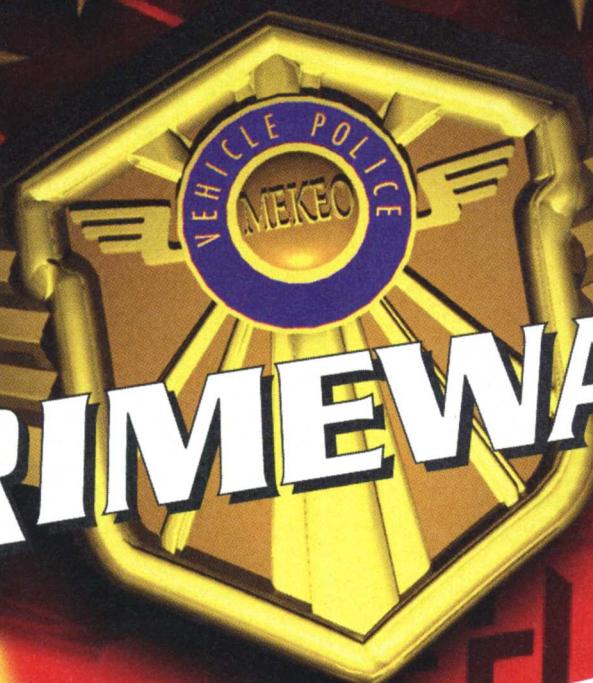


It's preacher time! Kill him to complete your journey. Watch out, though—he takes multiple shots at you, and if you're low on health, one bullet can seal your doom.

Welcome to the urban jungle

Crime is out of control, and the cops have been replaced by bounty hunters like you. No courts, no trials... just instant retribution. Fire up one of eight heavily-armed vehicles and buzz through eight zones of digitized devastation. Use guns, grenades, rocket launchers, tire treads...whatever it takes. After all, you don't get paid for being nice.

CRIMEWAVE



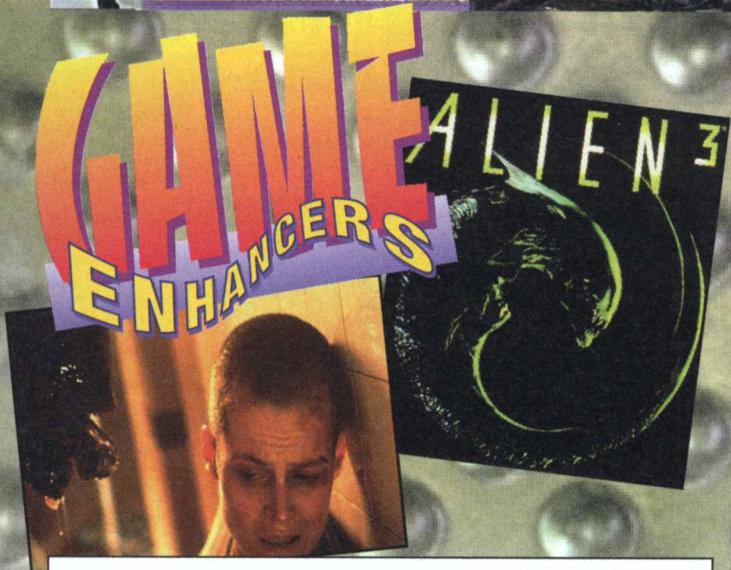
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SEGA SATURN

SWAT BONUS SECTION



Genesis (Game Genie)

Alien 3

AACT-CA6J	Game clock frozen (no time limit)
ANBT-AAEY	Start at stage 3
AYBT-AAEY	Start at stage 4
A2BT-AAEY	Start at stage 5
A6BT-AAEY	Start at stage 6
BEBT-AAEY	Start at stage 7
BJBT-AAEY	Start at stage 8
BNBT-AAEY	Start at stage 9
BYBT-AAEY	Start at stage 10
B2BT-AAEY	Start at stage 11
B6BT-AAEY	Start at stage 12
CEBT-AAEY	Start at stage 13
CJBT-AAEY	Start at stage 14
CNBT-AAEY	Start at stage 15
AJNA-EA3R	Machine gun has infinite ammo
AJMA-EA7C	Flamethrower has infinite fuel
AJJT-EA2J	Grenade launcher has infinite ammo
AJKA-EA88	Infinite hand grenades
RG2T-C6W4	First-aid pickup restores energy gauge to capacity
AMDA-CA4J	Long falls don't reduce energy
ADEA-CAGJ	Falls into turbine fans don't reduce energy
AJFT-AA66	Never lose radar
A2EA-AA8R	Infinite lives
YDXA-D93N	Ripley jumps much higher

Genesis (Game Genie)

Castlevania Bloodlines

Note: For these codes, leave the number of players at 3 on the options screen.

AAOA-DA42	Infinite lives
REST-C6XR	Protection from most hazards, except falls
AXJA-AA5N	Infinite continues
A26T-AA22	Always restart on the last level
OB8A-D960	Meat power-up heals fully
JB7A-DNKA	Weapon power-ups take you to maximum level
RG5T-C6Z0	No items use up any gems when used

Super NES (Game Genie)

Super Metroid

DD38-C4A8

Skip intro and start on Planet Zebes when starting a new game

DDCF-4461 +

6DCC-47A1 +

Select area when loading a game (press Right on map screen to select)

C225-3005

No energy loss from enemies

C22A-456D

Super jumps don't drain energy

C288-C5A7

Almost infinite missiles

C28A-C9D7

Almost infinite super missiles

3CA4-450D

Almost infinite super bombs

62C5-14A6

Start with hyper gun in inventory

The following codes only work on saved game "A." First, enter the master code.

FA68-4760 +

DD6A-C7DF +

Master code

E7D7-FAAD +

DFD7-FA6D +

Start with about 500 energy tanks

88D7-FAAD +

D4D7-FA6D +

Start with about 700 energy tanks

35D7-FAAD +

D7D7-FA6D +

Start with about 1000 energy tanks

CED7-FAAD +

D0D7-FA6D +

Start with about 1200 energy tanks

28D7-FAAD +

D9D7-FA6D +

Start with about 1500 energy tanks

A6D7-F26D

Maximum of 200 missiles

74D7-F36D

Maximum of 50 super missiles

74D7-FE6D

Maximum of 50 super bombs

DDD0-FE6D

Set hours played to zero (for better ending)

FDDF-F2AD

Add charge beam

DEFDF-F26D

Add ice, wave, spazer, and plasma beams

4EDF-FA6D

Add ball, varia suit, spring ball, screw attack, and gravity suit

2DDF-FAAD +

2DDF-FA0D +

Add X-ray, grapple, and bomb

77DF-FAAD

Add bomb and all boots

E7DF-FAAD +

E7DF-FA0D +

Add all boots, bomb, grapple, and X-ray

EED9-93DD

Crateria is already mapped out

EED9-930D

Brinstar is already mapped out

EED9-936D

Norfair is already mapped out

EED9-93AD

Wrecked ship is already mapped out

EED9-9EDD

Maridia is already mapped out

EED9-9E0D

Tourian is already mapped out

Super NES (Game Genie)

Scooby Doo Mystery

DD60-1467

Start with one life

DO60-1467

Start with five lives

D160-1467

Start with seven lives

DB60-1467

Start with ten lives

C2BF-3DAD

Infinite lives

DDED-3F01

Infinite energy

EEED-3F01

Most enemies are more frightening

C26D-1FD5

Scooby snacks do nothing

EE64-1DD5

Scooby snacks reduce fright

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PlayStation

Mortal Kombat Trilogy

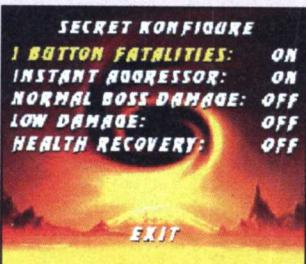
Play as Chameleon



To play as the hidden fighter Chameleon, at the fighter-select screen, select Human Smoke. Then **press and hold Left, L1, R2, □, and △. Hold these buttons until the fight starts.** When the match starts, Human Smoke explodes into Chameleon. Chameleon has the powers of Classic Sub-Zero, Rain, Smoke, Ermac, Scorpion, and Noob Saibot.

Todd McGillen
Hawthorne, NJ

Secret Konfigure



At the title screen, select Options. In Options, **simultaneously press and hold R1, R2, L1, L2, and Up** for five seconds. After five seconds, the screen will shake. Now you can highlight the green "?" box. Inside this options are several cheats, including one-button fatalities.

Kombat Zone Select

At the fighter-select screen, put the cursor over Sonya, and **press and hold Up, and press Start.** You'll hear a thud. Select a character and a Kombat Zone select option will appear. Now you can fight on any stage.

Christopher Sprader
Prince George, VA

PlayStation

Formula 1

Extra Track, Bike Mode, Buggy Mode, German Mode, Gibberish Mode, and Lava Mode

Extra Track



To access a race track the shape of a race car, at the Race Qualify screen, **press Left, ○, ○, △, △, ○, Up, Right.** At the Circuit Select screen is a new track, the Grand Champion Bonus Track.

Note: The following codes are entered at the Race Qualify screen.

Bike mode: **Press and hold Select, then quickly press Up, Down, ○, △, Right, Up, □, △.** The words "Bike Mode Activated" will appear in the box. When the race starts, you'll race as a bike.

Buggy mode: **Press and hold Select, then quickly press Right, Up, △, Left, Up, □, △.** The words "Buggy Mode Activated" will appear in the box. When the race starts, you'll race as a funky buggy.

German mode: **Press and hold Select, then quickly press Down, Up, Left, Left, □, ○, ×.** The words "German Mode Activated" appear in the box. When you start a race, you get the German commentary.

Gibberish mode: **Press and hold Select, then quickly press Left, ○, Up, Down, Down, Right ○, □, □.** The words "Gibberish Mode Activated" appear in the box.

Lava mode: **Press and hold Select, then quickly press □, ○, Up, Right, Right, ○, ×.** The words "Lava Mode Activated" appear in the box. When you start a race, you'll race on a lava-colored track.



**Top Ten Best
Fighting Games**



1. Tekken 2 (PlayStation)
2. Virtua Fighter 2 (Saturn)
3. Mortal Kombat Trilogy (Nintendo 64)
4. Super Street Fighter II Turbo (Arcade)
5. Marvel Super Heroes (Arcade)
6. WWF: The Arcade Game (PlayStation)
7. Killer Instinct (Arcade)
8. Night Warriors: Darkstalkers' Revenge (Saturn)
9. Mortal Kombat II (Arcade)
10. TIE: Primal Rage & Street Fighter Alpha 2 (Saturn)

Saturn

Street Fighter Alpha 2

Play as Original Zangief, Dhalsim, Evil Ryu, and Powerful Akuma



Play as original Zangief: At the Player Select screen, move the cursor over Zangief and **press and hold Start**. While still holding Start, move the cursor over these fighters in the following order: Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun Li, Guy, Ken, Zangief. Then **press any button**. When the match starts, you'll play as Zangief with his original moves.

Play as original Dhalsim: At the Player Select screen, move the cursor over Dhalsim and **press and hold Start**. While still holding Start, move the cursor over these fighters in the following order: Zangief, Sagat, Charlie, Dhalsim. Then **press any button**. When the match starts, you'll play as Dhalsim with his original moves.

Play as evil Ryu: At the Player Select screen, move the cursor over Ryu and **press and hold Start**. While still holding Start, move the cursor over these fighters in the following order: Adon, Akuma, Adon, Ryu. Then **press any button**. When the match starts, you'll play as a much deadlier version of Ryu.

Play as powerful Akuma: At the Player Select screen, move the cursor over Akuma and **press and hold Start**. While still holding Start, move the cursor over these fighters in the following order: Adon, Gen, Sakura, Rose, Sodom, Dan, Guy, Rolento, Sakura, Rose, Birdie, Akuma. Then **press any button**. When the match starts, you'll play as a deadlier version of Akuma.

PlayStation

Madden '97

Extra Teams



Start a game in any mode, and pick your team. Then, at the User Records screen, enter **Tiburon** or **High Score**. Press **O** to go back to the Team Select screen. Now, when you cycle through the teams, there are several new ones.

Genesis

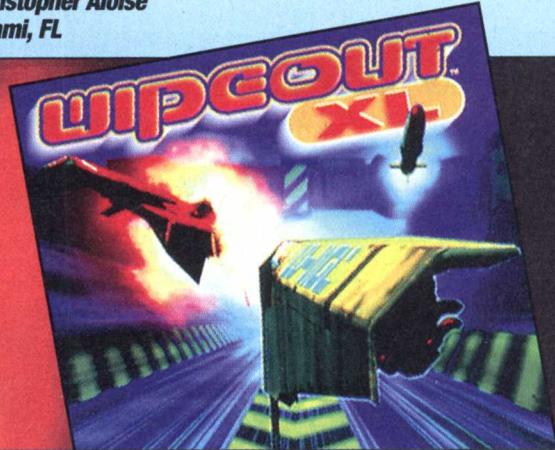
Ultimate Mortal Kombat 3

Cheats, Secrets, and Killer Codes



At the Start Game/Options screen, **press A, C, Up, B, Up, B, A, Down**. Three new selections will appear—Cheats, Secrets, and Killer Codes.

Christopher Aloise
Miami, FL



PlayStation

Wipeout XL

All Tracks, Piranha Ship, and Infinite Weapons

Access to All Tracks



To access all the tracks in the game, at the Essential Options screen, simultaneously **press and hold L1, R1, and Select**. With these held down, press **□, ○, △, ○, □**.

Piranha ship: To access the Piranha, at the Essential Options screen, simultaneously **press and hold L1, R1, and Select**. With these held down, press **×, ×, ×, ×, ○, △, □**.

Infinite weapons: Pause the game any time during a race. While the game is paused, **press and hold L1, R1, and Select**. With these buttons held down, press **×, ×, □, ○, ○, ○, △**. Press **Start** to unpause the game and you'll have all the weapons.

PlayStation

Andretti Racing

Different-Colored Cars



Start a new race and select the Begin Career option. At the Register screen, enter the following password: **Go Bears!** (for stock cars) or **Go Bruins!** (for Formula One cars). At the screen where you select your car, you'll see vehicles with different paint jobs and company logos.

PlayStation

Die Hard Trilogy

Beretta at Start and Good-Cop Bonus

Beretta at Start



To get the Beretta pistol at the start of Die Hard 2: Die Harder, shoot down the helicopter at the start of the game.

Good-Cop Bonus



At the beginning of Level 1-1 of the Die Hard 2: Die Harder game, don't shoot any civilians or blow up any cars. When the game takes you inside the airport, shoot the terrorist with the hostage behind the counter and you will be rewarded with a Good Cop Bonus. This takes you back outside with several metal containers. These containers are filled with better weapons and power-ups.

Roberto Hamilton
Guaynabo, Puerto Rico

PlayStation

Black Dawn

Maximum Fuel, Armor, and Weapons; Cycle Through Gun Modes; Mission Skip; and More



Enter the following codes while the game is paused.

Maximum fuel and armor: **Press Select, L2, Select, R2, △, △, O.**

Maximum weapons: **Press Select, L2, Select, R2, L1, L2, R1, R2.**

Cycle through gun modes: **Press Select, L2, Select, R2, Select, Select, Select.**

Summon Wingman: **Press Select, L2, Select, R2, □, □, □, O.**

"Perfect" pause: **Press Select, L2, Select, R2, Down, R1, R2.**

Mission skip: **Press Select, L2, Select, R2, △, △, △, Down, Down, Down.**

Upgrade current weapon: **Press Select, L2, Select, R2, L1, L1, R1, R1.**

PlayStation

The King of Fighters '95

Team Match with Three of the Same Character



At the Game Select screen, pick Team Play. Pick Team Edit at the next screen. At the fighter-select screen, **press and hold Start and press Down and △ simultaneously, Left and × simultaneously, Right and □ simultaneously, and Up and O simultaneously.** You should hear a sound. Now you can pick the same fighter up to three times. This cheat also works in the two-player mode.



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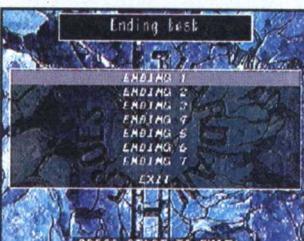
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Saturn

Guardian Heroes

Debug Mode



To access the debug menu, select Option Mode at the title screen. At the Options menu, highlight Exit. With Exit highlighted, **press and hold X, B, and Z. While still holding these buttons, press and hold Down** so the cursor moves to Dip Switch. The moment the cursor is on Dip Switch, **press A** (you must press A quickly because the cursor will start moving through the other options). If you did the trick correctly, you'll enter the Dip Switch menu, which has three new options, Enemy Level Display, Next Exp. Display, and Debug. If you turn on the Debug, you can do any of the tricks listed below.

See all the endings: Select Test Mode from the Options menu. This takes you to an Ending Test menu where you can see any of the seven game endings.

In Story Mode:

Stage select: There is a stage-select option at the start of the game after you pick your character. **Press Left or Right** to pick a stage.

Maximum attributes: When you select your character, you start at level 200 with 200 bonus points. This allows you to max out all of your character's attributes.

The following cheats are done any time during play:

Boxes around characters: Pause the game and **press L**, then unpause. Wireframe boxes will be drawn around the characters. Pause the game and **press L** again, and the boxes are more pronounced. Pause and **press L** again, and you will turn off the boxes.

Refill life meter: **Simultaneously press X, Y, Z, and Up.**

Commit suicide: **Simultaneously press X, Y, Z, and Down.**

Skip ahead one stage: **Hold R**, then **press Start.**

Skip ahead two stages: **Hold R and A**, then **press Start.**

Skip ahead three stages: **Hold R and B**, then **press Start.**

Skip ahead four stages: **Hold R and C**, then **press Start.**

Go back one stage: **Hold L and R**, then **press Start.**

Go back two stages: **Hold L, R, and A**, then **press Start.**

Go back three stages: **Hold L, R, and B**, then **press Start.**

Go back four stages: **Hold L, R, and C**, then **press Start.**

In the Versus Mode:

Select any fighter: You can pick any of the heroes or villains.

Twisted Metal 2

Play as Sweet Tooth

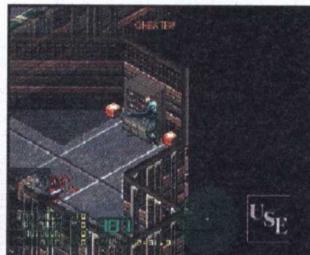


At the Select Car screen, **press Up, L1, △, Right**. You'll hear a gunshot. Now, when you cycle through the cars, you'll find Sweet Tooth between Shadow and Hammerhead.

PlayStation

Project Overkill

Cloak and Speed



Enter the following cheats during gameplay, but not while the game is paused.

Cloak: **Press and hold △. While still holding △, press □, ○, □.** Release △, then **press and hold × and press △, △, then release ×.** The word "Cheater!" will appear at the top of the screen, and you will be cloaked.

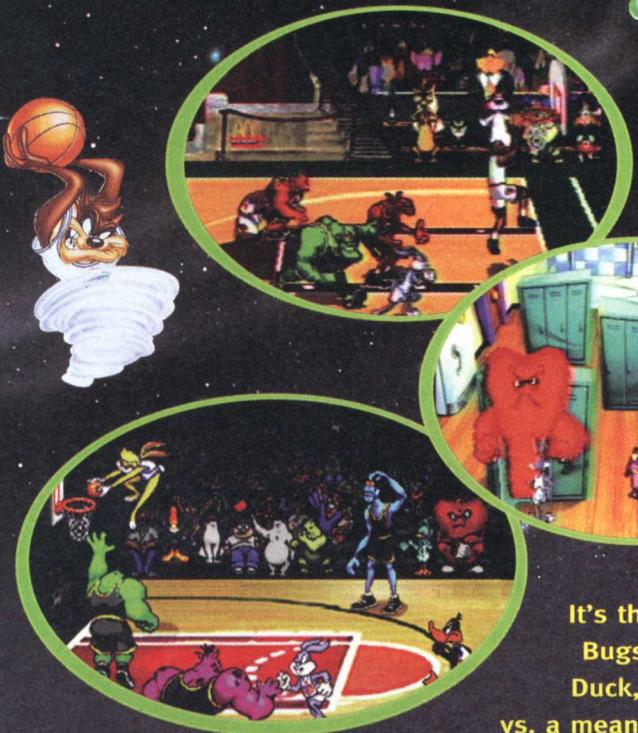
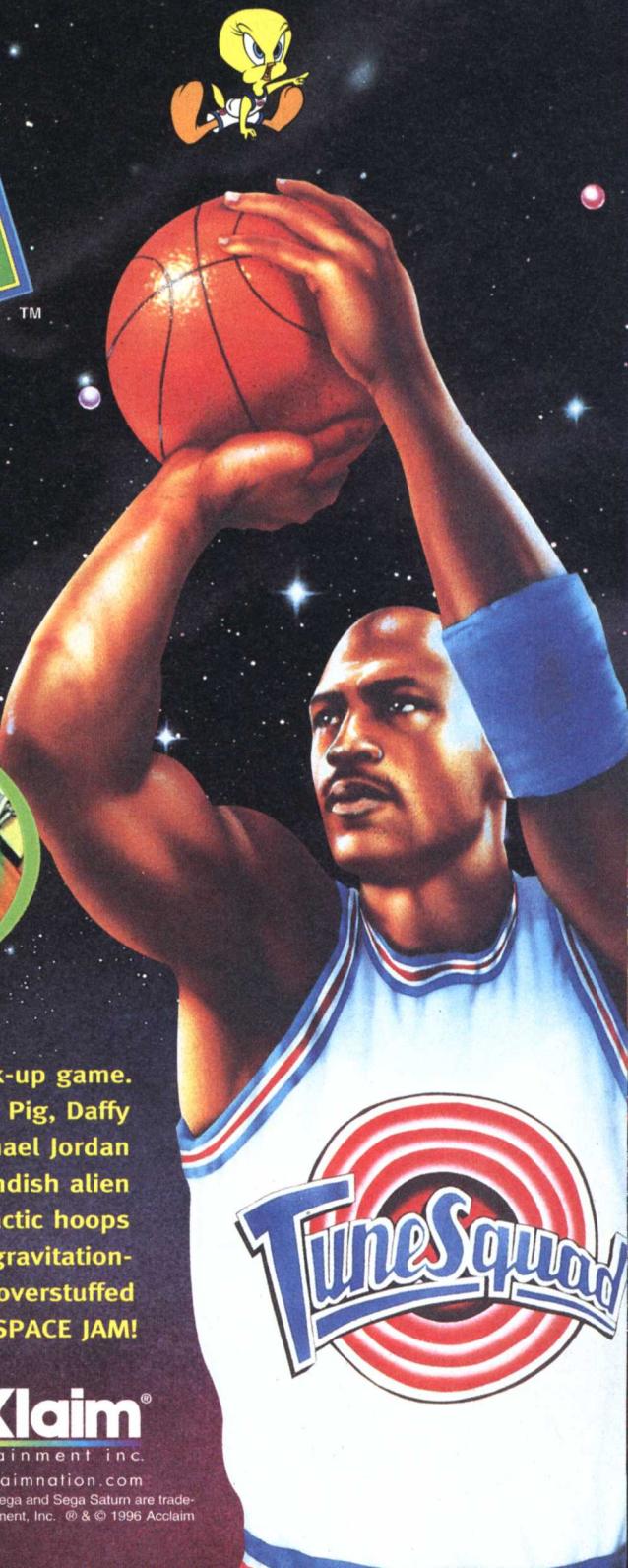
Speed: **Press and hold Up. While still holding Up, press △, △, △.** Release Up, then **press and hold Down, and press ×, □, ○,** then release Down. The word "Cheater!" will appear at the top of the screen and you will move faster.



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Tune Squad

Genesis/ Super NES

Ultimate Mortal Kombat 3

Play as Human Smoke



At the fighter-select screen, pick Smoke. Then simultaneously press and hold High Punch, High Kick, Run, Block, and Left. Keep these buttons held until the fight starts. At the start of the match, cyber-Smoke will explode into human Smoke.

PlayStation

Star Gladiator

Play as Bilstein and Kappah

Play as Bilstein



Start a game in Arcade Mode. Then, at the Character Select screen, press and hold Select, put the cursor on Gore, and press ×, ○, ×, ○, □, □, □, △, △, △, simultaneously press × and ○. Bilstein appears. Move the cursor to the right of Gore, and you can play as Bilstein.

Play as Kappah



Note: You must first enter the code to play as Bilstein.

Start a game in Arcade Mode. Then, at the Character Select screen, press and hold Select, put the cursor on Hayato, and press ○, □, △, □, ×, □, △, □, ○, □, simultaneously press × and △. Kappah appears. Move the cursor to the left of Hayato, and you can play as Kappah.

PlayStation

Bogey: Dead 6

999 Seconds

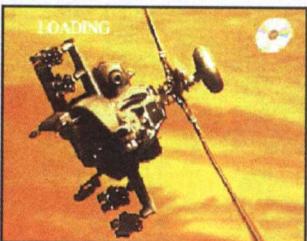


At the Now Loading screen that appears before the mission (after you select your fighter and armaments), press and hold L1, L2, R1, R2, △, ○, □, ×, and Left until the mission starts. In the upper left corner, the timer will show 999 seconds.

PlayStation

Gunship

Invincibility



Start any mission and at the Loading screen, simultaneously press and hold L1, L2, R1, and R2 until the mission starts. The word "Cheat" appears in the upper left corner of the screen. Now you are invincible.

Super NES

Ultimate Mortal Kombat 3

Tournament Mode



At the Start/Options screen, press and hold L and R, and press Start. This takes you to an eight-fighter tournament.



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PlayStation

Die Hard Trilogy

Level Passwords

To enter these passwords, press Select at the screen where you pick a game. Then enter the Memory Control option, and select Game Code. After you've entered any of the codes, the words "Official Game Code" appear at the top of the screen.

Die Hard

Note: Each of the following codes gives you 15 lives and 25 of each grenade. A _ designates a blank space.

Level 2: Reception

```
Z N 1 ! 6 H T W Z J ! H F
G K 5 N 5 W 7 C X 7 J Z R
V ! C Y H P Z R V ! C X H
K Z R V ! C Y H P Z R V J
```

Level 3: Construction

```
T 4 1 X _ 3 _ 4 T D 1 D P
5 B 9 W 9 7 4 M M 6 D T 7
4 X M L G 9 T 7 4 X M M G
F T 7 4 X M L G 9 T 7 4 J
```

Level 4: Office

```
Q _ 1 W S X 3 W Q K ! C D
! 6 F S S ! M 1 F F P Q 2
S C 1 D 5 J Q 2 S C 1 F 5
N Q 2 S C 1 D 5 J Q 2 S _
```

Level 5: Maintenance #1

```
Y 4 1 ! Z D T 3 Y J M Z Z
Y ! B P Y Y 6 M W 7 D Y 7
N Z M V H 9 Y 7 N Z M W H
F Y 7 N Z M V H 9 Y 7 N J
```

Level 6: Computers #1

```
F 8 2 7 9 H Y 3 F L M 6 X
1 5 K 1 ! T G N W W H F 9
P 6 N V M B F 9 P 6 N W M
G F 9 P 6 N V M B F 9 P _
```

Danny Arnouk
Brooklyn, NY

Level 7: Executive #1

```
7 4 2 2 5 V H K 7 W V M W
H 7 G R V L C L H 1 X 7 4
X M L G 9 T 7 4 X M L H 9
Y 7 4 X M L G 9 T 7 4 X J
```

Level 8: Construction #2

```
T N 1 Z N 9 J C S J _ X L
7 X 5 R 9 N 4 W L 6 8 T R
6 X W M G F T R 6 X W L G
9 T R 6 X W M G F T R 6 J
```

Level 9: Office #2

```
H 4 2 5 H 7 5 X G G V R V
B X K 4 7 9 ! L ! 3 X H 5
X R L Z C T H 5 X R L ! C
Y H 5 X R L Z C T H 5 X J
```

Level 10: Ballroom

```
3 D 2 3 1 Z Z ! 2 3 C K !
8 B S _ Q V 9 Q 7 J Z 3 D
F K Q 6 S W 3 D F K Q 7 S
! 3 D F K Q 6 S W 3 D F J
```

Level 11: Maintenance #2

```
W 8 2 G N 8 8 T V S C F X
W C M 7 9 Q 5 P R Z ! W C
F F P Q Q V W C F F P R Q
Z W C F F P Q Q V W C F _
```

Level 12: Office #3

```
9 4 2 R C H X 8 8 Z 1 4 N
R L 3 W L 4 X L M 2 D 9 5
4 N L L B 9 9 5 4 N L M B
F 9 5 4 N L L B 9 9 5 4 J
```

Level 13: Construction #3

```
T J 2 H G H _ D S D 1 D P
Z _ V N 4 5 N T L G 9 T M
6 D T M 6 D T M 6 D T L 6
8 T M 6 D T M 6 D T M 6 _
```

Die Hard 2: Die Harder

Note: Each of the following passwords gives you five lives.

Level 2: New Wing

```
1 4 _ J J 2 J B 1 4 4 J L
2 8 9 1 4 4 J B _ F 1 -
4 J L K T 3 G S 9 _ L 3 8
F 1 4 4 J L 2 8 9 1 4 4 J
```

Level 3: Tunnel

```
S S _ X H K G 5 S W 3 D F
K Q 6 S W 3 F ! Q Q 1 S M
3 D D Q R N C C V D F J Q
2 S W 3 D F K Q 6 S W 3 _
```

Level 4: Runway

```
F 4 1 6 Q V M B F 5 N Q L
V C 9 F 5 N N S L C H F 9
N Q M 1 W 6 T D P 6 L W C
F F 5 N Q L V C 9 F 5 N J
```

Level 5: Plane Interior

```
N _ _ V 3 8 Y 3 N 2 J B 1
8 5 _ N 2 J 9 5 5 Y 1 N L
J B _ 1 L 4 Q 7 T V 1 9 5
4 N 2 J B 1 8 5 _ N 2 J _
```

Level 6: Church

```
8 N _ N 8 K L 6 8 P 2 N B
K B 5 8 P 2 R Q ! L 5 8 1
2 N B 6 9 8 6 8 1 N B J B
1 8 P 2 N B K B 5 8 P 2 J
```

Level 7: Snowmobile Chase

```
8 D 1 4 2 J 2 _ 8 F 1 N 6
J V 3 8 F 1 J J 3 B _ 8 P
1 N 7 B G C B S V 4 6 K V
7 8 F 1 N 6 J V 3 8 F 1 J
```

Level 8: Plane Intercept

```
N _ 1 B 5 8 Y 3 N 2 J B 1
8 5 _ N 2 J H H X P 2 N Z
J B _ 7 6 L X X N V 1 9 5
4 N 2 J B 1 8 5 _ N 2 J _
```

Die Hard With a Vengeance

Note: Each of these passwords starts you with nine lives and nine turbos.

Level 1: Central Park

```
X J 1 G F T ! 7 X M L G 9
T 7 4 X M L D 3 K 7 2 X !
L G 8 2 R C 8 V M Z K S H
H X W Q Z W M 7 G V H S J
```

Level 2: Chinatown #1

```
T 8 1 X M L G 9 T C 5 D P
L Q B T C 5 G ! V Q D T 7
5 D N 9 6 5 F 2 4 Y 7 Q Q
7 T W 1 X 6 C K 5 J V 6 J
```

Level 3: Downtown #1

```
Z S 1 ! C Y H P Z W W H F
Y R Q Z W W F 7 P R J Z R
W H D 6 7 T B L V Y 7 Q R
T Z 3 ! ! ! B K ! _ 2 B J
```

Level 4: Central Park #2

```
K S 2 8 P 3 D F K V 7 8 Y
3 N G K V 7 B R C N 8 K Q
7 8 X S 4 1 5 M 6 V C C 4
K 6 3 S G S J D F D 2 J
```

Level 5: Chinatown #2

```
Z 4 1 ! 5 X R L Z 7 S ! 3
X H K Z 7 S Y 9 N H R Z C
S ! 2 7 ! Z B G T D 7 L R
J ! 7 X H K ! C V W F G _
```

Level 6: Urban #2

```
! 8 1 ! M Z H T ! C Y H P
Z R V ! C Y F ! Q R X ! 7
Y H N 5 7 P C 2 X X 9 M H
T Z 3 T ! 7 V P F C 4 H _
```

Level 7: Downtown #2

```
5 4 2 2 V B K B 5 4 N L L
B 9 9 5 4 N J S 2 9 H 5 8
N L M K T 6 K F P 6 V T 1
C 4 8 J 2 1 9 8 N R N 6 J
```

Level 8: Aquaduct #1

```
S 8 2 D F J G 1 S C 1 D 5
J Q 2 S C 1 G H S Q 4 S 7
1 D 4 C 6 F D 2 _ S M _ 6
7 T W 5 X Q 4 Q G C 6 2 _
```

Level 9: Wharf

```
7 N 2 3 L H K Z 7 N Z M V
H 9 Y 7 N Z K J 7 9 W 7 S
Z M W N T L M Y ! 6 S T 9
T 6 _ V 3 8 M H 9 T 9 R J
```

Level 10: Aquaduct #2

```
8 J 2 4 _ K V 7 8 K 2 4 8
K 2 4 8 K 2 6 2 T 2 2 8 Y
2 4 9 B L C X S 3 K 6 6 L
3 9 9 6 N V 5 3 5 L H K J
```

Final Level: Simon Gruber

```
9 N 2 4 L M L G 9 P 6 N V
M B F 9 P 6 Q J W B C 9 T
6 N W 8 V 2 Y X 7 2 L 8 2
C 8 9 2 4 8 C 9 M Q Z N _
```

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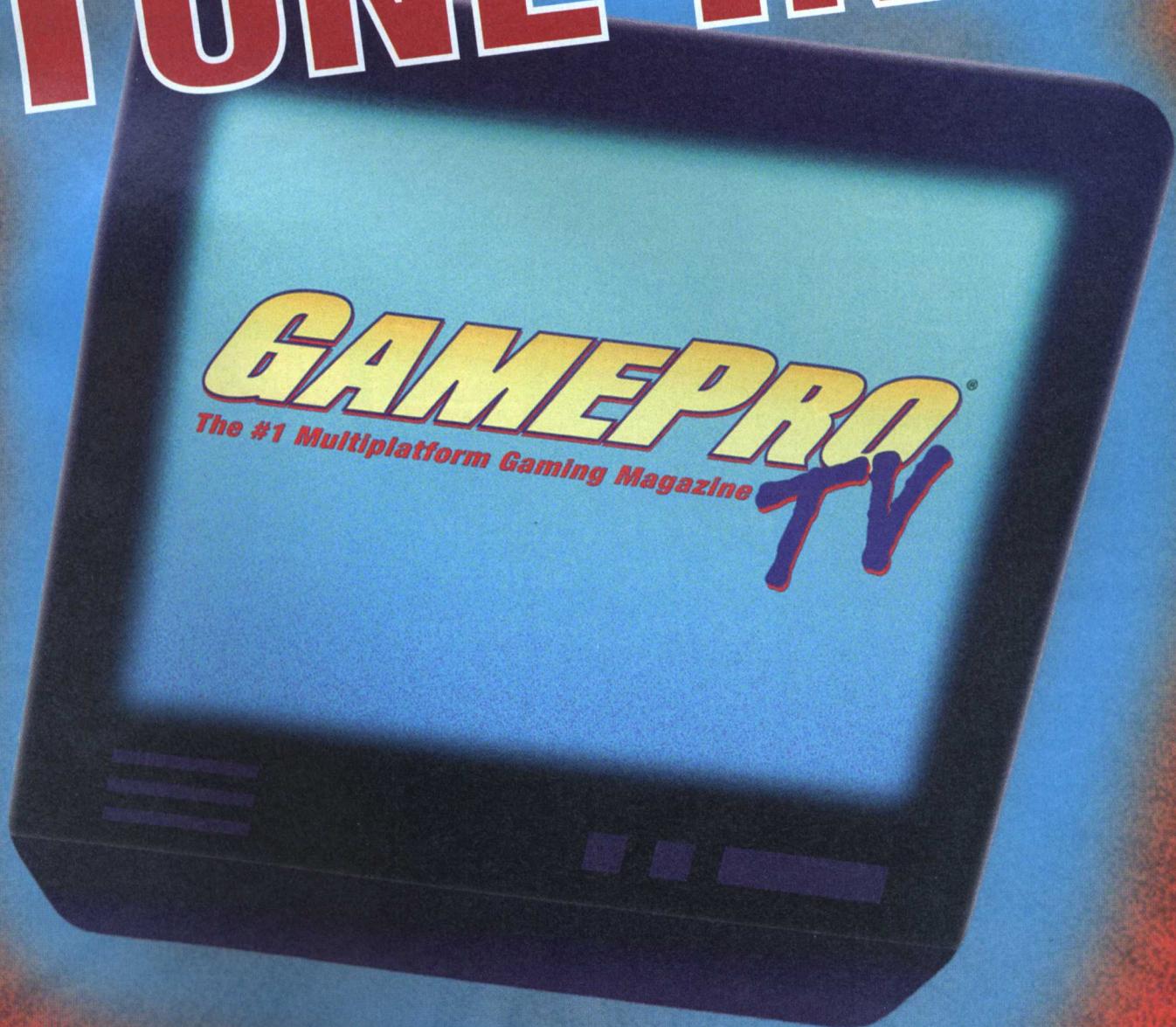
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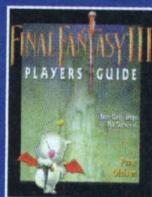
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Mystery Word Grid

WORD LIST and LETTER CODE chart

PINCHW	PRESSK	BLASTA	WRECKD
BREAKZ	PUNCHS	SPRAYC	TURBOV
STOMPT	STANDR	PRESSE	DREAMO
CRUSHI	SCOREH	SLANTL	CHASEF

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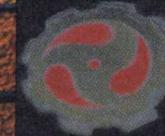
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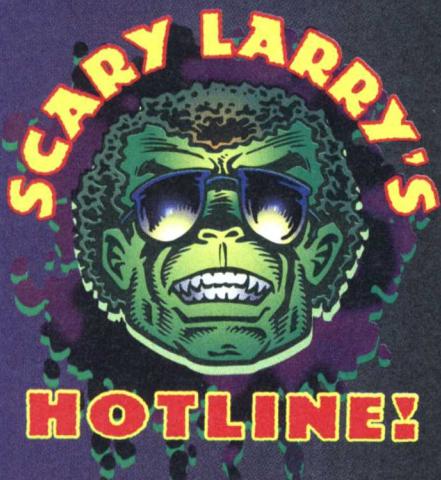
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5.63 minutes

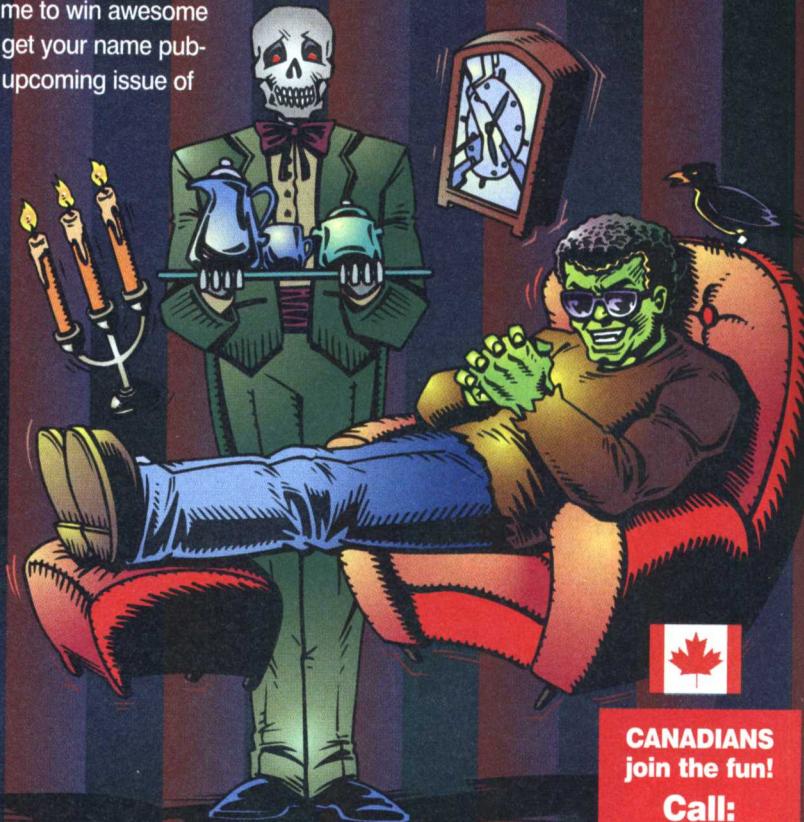
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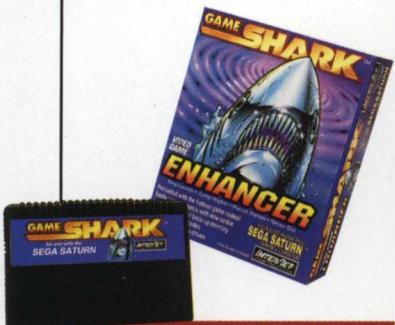
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